

# Nintendo®

## OFFICIAL MAGAZINE

Nintendo  
GAMING 24/7.

THE UK'S BIGGEST AND BEST SELLING NINTENDO MAGAZINE

ISSUE 125  
FEB 2003

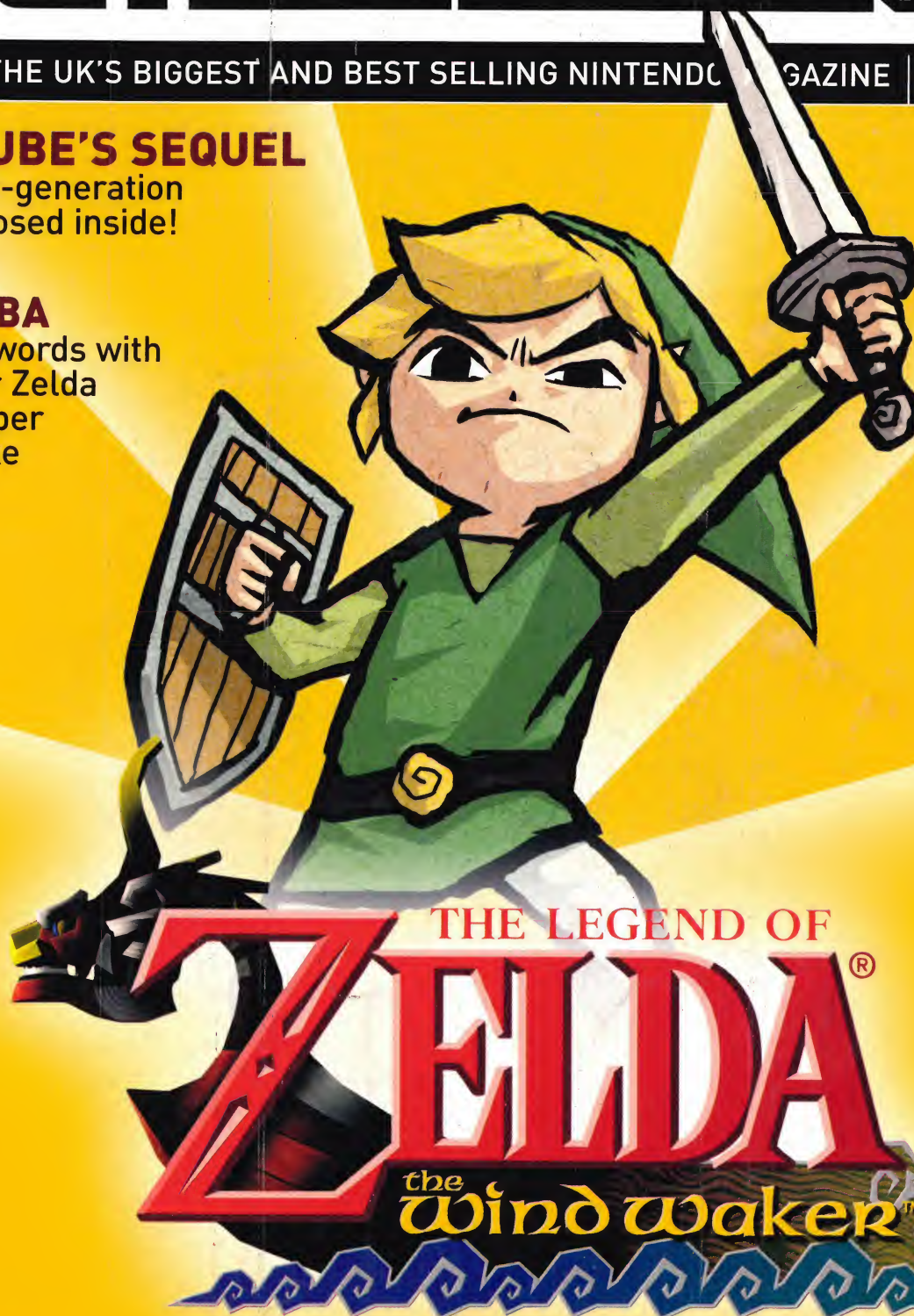
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### GAMECUBE'S SEQUEL

Latest next-generation  
gossip exposed inside!

### ZELDA GBA

We clash swords with  
four-player Zelda  
and the Super  
NES remake



**First Play!** See the Link quest that's better than Ocarina of Time

KNOW IT FIRST → PIKMIN 2 → NEW LORD OF THE RINGS SHOTS → MARIO 128 GAMECUBE ROUND





**CALL ME 24/7,  
I'VE GOT WHAT YOU NEED!**

# TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

## OTHER CONSOLES

### A = 01

A Bug's Life  
Abe's Exoddus  
Abe's Odysee  
Ace Combat 4: S. Skies  
Action Man Dest. X  
Age of Emp: Rise of Rome  
Age of Empires  
Age of Empires 2  
Age of Mythology  
Agent Under Fire  
Aggressive Inline Skating  
Air Force Delta Storm  
Airblade  
Aladdin: Nasira's Rev.  
Alex F's Player Man. '02  
Alex F's Player Man. 2001  
Alex F's Player Manager  
Alien Resurrection  
Alien Trilogy  
Alien vs Predator 2  
All Star Baseball 2003  
Alone in the Dark 4  
Alundra  
Alundra 2  
Amerzone  
Amped Snowboarding  
Anna Kournikova Tennis  
Armoured Core 2  
Army Men  
Army Men 3D  
Army Men RTS  
Army Men: Air Attack  
Army Men: Land Sea Air  
Army Men: Lock & Load  
Army Men: Omega Sold.  
Army Men: S's Heroes 2  
Army Men: Team Assault  
Army Men: World War  
Atlantis  
Atlantis 3: New World  
Azure Dreams  
Azurik: Rise of Perithia

### B = 02

Baldur's Gate: Dark All.  
Batman Vengeance  
Battle Arena Toshinden  
Battle Tanx Global Ass.  
Battlefield 1942  
Beach Life  
Black & White  
Blade  
Blade 2  
Blinx: The Time Sweeper  
Blood Omen 2  
Blood Wake  
BloodRayne  
Bloody Roar 3  
Blue Stinger  
**BMX XXXX**  
Bond 007: Nightfire  
Bond: Agent Under Fire  
Bouncer  
Bounty Hunter: Star Wars  
Breath of Fire 3  
Breath of Fire 4  
Brian Lara Cricket  
Broken Sword 1  
Broken Sword 2  
Bruce Lee: Quest Dragon  
Buffy The Vampire Slayer  
Bugs & Taz: Time Busters  
Bugs Bunny Lost in Time  
Burnout  
Burnout 2 Point of Impact

### C = 03

C&C: Red Alert  
C&C: Red Alert 2  
C&C: Retaliation  
C&C: Tiberian Sun  
C. Bandicoot: Wof Cortex  
C. 12 Final Resistance  
CAPCOM vs SNK 2  
Carnageddon  
Casper  
Chamber of Secrets  
Champ. Manager 2000  
Champ. Manager 2002  
Champ. Manager 98  
Champ. Manager 99  
Chase the Express  
Chase: Holl. Stunt Driver  
Chicken Run  
Circus Maximus  
City Crisis  
Civilisation 2  
Code Veronica X  
Colin McRae Rally  
Colin McRae Rally 2  
Colin McRae Rally 3  
Command & Conquer  
Commandos 2  
Commandos B E Lines  
Conflict Zone  
Conflict: Desert Storm  
Constructor  
Cossaks: European Wars  
Crash Bandicoot  
Crash Bandicoot 2  
Crash Bandicoot 3  
Crash Bash  
Crash Team Racing  
Crazy Taxi  
Crazy Taxi 2  
Crazy Taxi 3: High Roller  
Cricket 2002  
Crusaders of M&M

### D = 04

D. Mirra BMX: Max Remix  
D. Nukem: Time to Kill  
Dark Cloud  
Dark Summit  
Dave Mirra BMX  
Dave Mirra BMX 2  
David Beckham Soccer  
Dead or Alive 2  
Dead or Alive 3  
Dead to Rights  
Delta Force: U. Warfare  
Desert Storm (Conflict)  
Desperados  
Destruction Derby Raw  
Deus-Ex  
Devil May Cry  
Diablo 2  
Die Hard Nakatomi Plaza  
Die Hard Trilogy  
Die Hard Trilogy 2  
Digimon Digi. Card Bat.  
Digimon World  
Digimon World 2  
Digimon World 3  
Dino Crisis  
Dino Crisis 2  
Dino Stalker  
Disc World 2  
Discworld Noir  
Disney's Dinosaur  
Divine Divinity  
Donald Duck: Quack Att.  
Doom  
Dracula Last Sanctuary  
Dracula Resurrection  
Dragonball Z: Final Bout  
Dragonball Z: Ult. Bat.22  
Dragons: Ancient Gates  
Driver  
Driver 2  
Duke Nukem  
Duke Nukem: L of Babes  
Dune  
Dungeon Keeper  
Dynasty Warriors 2  
Dynasty Warriors 3

### E = 05

Earthworm Jim 1  
Ecco the Dolphin  
ECW Anarchy Rulz  
ECW Hardcore Rev.  
Eden, Project  
Eighteen Wheeler  
Empire Earth  
Enclave  
End Game  
Escape Monkey Island  
Evergrace  
Evil Dead  
Exhumed  
Extermination  
Extreme G 3  
F1 2000  
F1 2002  
FA Manager  
FA P. Lgue Fball Man.'01  
FA Plgue Fball Man.'00  
FA Plgue Fball Man.'02  
Fatal Frame  
Fear Effect  
Fear Effect: Retro Helix  
Fellowship Of The Ring  
FIFA 2000  
FIFA 2001  
FIFA 2002  
FIFA 2003  
FIFA 98  
FIFA 99  
Fifa World Cup 2002  
Final Fantasy 10  
Final Fantasy 4  
Final Fantasy 5  
Final Fantasy 6  
Final Fantasy 7  
Final Fantasy 8  
Final Fantasy 9  
Final Fantasy Anthology  
Fire Blade  
Formula 1 2001  
Freestyle Scooter

### F = 06

G1 Jockey  
Galerians  
Gangsters  
Gauntlet: Dark Legacy  
Genma Onimusha  
Giants: Citizen Kabuto  
Gitaroo Man  
Godai: Elemental Force  
Gotham Racing  
G-Police  
Gran Turismo  
Gran Turismo 2  
Gran Turismo 3  
Gran Turismo Concept  
**Grand T Auto: Vice City**  
Grand Theft Auto  
Grand Theft Auto 2  
**Grand Theft Auto 3**  
Gravity Games  
Grinch  
GTA: London 1969  
Gun Griffon Blaze  
Gun Metal  
Gun Valkyrie

### G = 07

Half Life  
Halo  
Harry Potter  
Harry Potter C. of Secrets  
Harvest Moon  
Headhunter  
Heart Of Darkness  
Hercules  
Heroes of Might & Magic  
Hidden & Dangerous  
Hitman  
**Hitman 2: Silent Ass.**  
Hogs of War  
Hooligans: Storm Europe  
Hunter: The Reckoning  
Hybrid  
Hydro Thunder  
Icewind Dale 2  
In Cold Blood  
Independence Day

### H = 08

Int. Superstar Soccer 2  
ISS Pro Evolution  
ISS Pro Evolution 2  
Italian Job  
J = 10  
J.Bond: Agent Under Fire  
Jade Cocoon  
Jak & Daxter  
**James Bond: Nightfire**  
James Bond: T. N. Dies  
James Bond: T.W.I.N.E.  
Jedi Knight 2  
Jedi Power Battles  
Jedi Star Fighter  
Jet Set Radio Future  
Jikkyou World Soccer '01  
Jurassic Park: Lost World  
Just Bring It  
K = 11  
Kelly Slater's Pro Surfer  
Kengo: M. of Bushido  
Kessen  
Kessen 2  
Kingdom Hearts  
Kingpin  
Knockout Kings 2000  
Knockout Kings 2002  
Koudelka  
L = 12  
L. of Kain: Blood Omen 2  
L. of Kain: Soul Reaver 2  
Largo Winch  
Le Mans 24 Hours  
Legacy of Kain  
Legia: Duel Saga  
Legend of Dragoon  
Legends of Legaia  
Legends of Wrestling  
Legion: Leg. of Excalibur  
Lego Racers  
LMA Manager 2001  
LMA Manager 2002  
**LMA Manager 2003**  
Looney Tunes Racing  
**L. of Rings 2 Towers**  
Lord of Rings: Fel. of Ring  
Lotus Challenge  
Louvre: The Final Curse  
M = 13  
Madden NFL 2001  
Madden NFL 2003  
Mafia  
Mall Tycoon  
Marian Gothic  
Mat Hoffman's Pro BMX  
Mat Hoffman's Pro BMX 2  
Max Payne  
Maximo  
Medal of Honor  
**Medal of Honor Front.**  
Medal of Honor Underg.  
Medal of Honor: All. Ass.  
Medieval: Total War  
MediEvil  
MediEvil 2  
Men in Black  
Men In Black 2 Alien Esc.  
Metal Gear Solid  
Metal Gear Solid 2  
Metropolis Street Racer  
Micro Maniacs  
Midnight Club  
Midtown Madness 2  
Mike Tyson Boxing  
Minority Report  
Monkey Island (Escape)  
Monopoly  
Monster Rancher  
Monsters Inc  
Mortal Kombat 4  
Mortal Kombat Trilogy  
Moto GP  
Moto GP 2  
Mummy Returns  
MX 2002  
MX Rider

### N = 14

NBA Inside Drive 2002  
Necronomicon  
Need for Speed H.Purs.2  
**Nightfire**  
No One Lives Forever 2  
No-One Lives Forever  
O = 15  
Oddworld 1: Abe's Odd.  
Oddworld 2: Abe's Ex.  
Oddworld: M's Oddysee  
Oni  
Onimusha 2  
Onimusha: Warlords  
007 Agent Under Fire  
007 Nightfire  
007 T.W.I.N.E.  
Operation Flashpoint  
Operation Winback  
Outlaw Golf  
Overblood 2  
P = 16  
Parasite Eve 2  
Phantasy Star Online  
Phantom Menace  
Pirates: Leg. of Black Kat  
Player Manager 2000  
Populous: The Beginning  
Power Rangers: T. Force  
Premier Manager 2000  
Premier Manager 98  
Premier Manager 99  
Prisoner of War  
Pro Evolution Soccer  
Pro Evolution Soccer 2  
Project Eden  
Project Gotham Racing  
Project Zero  
Q = 17  
Quake 2  
Quake 3 Revolution  
Quantum Redshift  
R = 18  
Rainbow Six  
Rallispport Challenge  
Ratchet and Clank  
Rayman 1 & 2  
Rayman M  
Ready 2 Rumble 2  
Red Alert (C&C)  
Red Alert 2  
Red Card Soccer 2003  
Red Faction  
Red Faction 2  
Res. Evil Gun Survivor 2  
Res. Evil: Code Veronica  
**Res. Evil: C. Veronica X**  
Resident Evil  
Resident Evil 2  
Resident Evil 3: Nemesis  
Return to C. Wolfenstein  
Robot Wars  
Robotech: Battlery  
Rocky  
Rogue Spear  
Roller Coaster Tycoon  
RollerCoaster Tycoon II  
Rumble Racing  
Rune: Viking Warlord  
S = 19  
S. Palmer's Snowboarder  
Scooby Doo: 100 Frights  
Scorpion King  
Saga GT  
Saga GT 2002  
Severance: Bl. of Dark.  
Shadow Hearts  
Shadow Man 2  
Shadow of Memories  
Shadowman  
Silent Hill  
Silent Hill 2  
Silent Hill 2: Inner Fears  
Silent Scope  
Sim City 2000  
Sim City 3000

Simpsons Wrestling  
Simpsons: Road Rage  
Sims  
Sims Hot Date  
Sims House Party  
Sims Livin' It Up  
Sims on Holiday  
Sims: Unleashed  
Sky Gunner  
Smackdown  
Smackdown 2  
Smackdown! 3: J. Bring It  
Smackdown! 4: Shut Y.M.  
Small Soldiers  
Smugglers Run  
Smugglers Run 2  
Soldier of Fortune 2  
Sonic Adventure  
Sonic Adventure 2  
Soul Reaver  
Soul Reaver 2  
South Park Rally  
Soviet Strike  
Space Invaders  
Spec Ops: Covert Assault  
Spec Ops: Rangers Elite  
Spec Ops: Stealth Patrol  
Spiderman  
Spiderman 2  
Spiderman The Movie  
Splashdown  
**Splinter Cell**  
Spy Hunter  
Spyro 2: Ripto's Rage  
Spyro 3: Year of Dragon  
Spyro the Dragon  
Spyro: Ent.The Dragonfly  
SSX - Snowboarding  
SSX Tricky  
Star Trek: Elite Force  
Star Trek: Invasion  
Star Wars - Obi Wan  
Star Wars Jedi P. Battles  
Star Wars Jedi Starfighter  
Star Wars: Bounty Hunter  
**Star Wars: J. Knight 2**  
Star Wars: Phantom M.  
Star Wars: Racer Revenge  
Star Wars: Star Fighter  
State of Emergency  
Street Hoops  
Stronghold  
Stuart Little 2  
Stuntman  
Sudden Strike 2  
Summoner  
Summoner 2  
Super Runabout  
Superman S of Apokolips  
Syphon Filter  
Syphon Filter 2  
Syphon Filter 3  
T = 20  
Tarzan  
Technomage  
Tekken 2  
Tekken 3  
Tekken 4  
Tekken Tag Tournament  
Terminator: Dawn of Fate  
Test Drive 6  
The Bouncer  
The Fellowship Of Ring  
The Italian Job  
The Mummy Returns  
The Scorpion King  
The Simpsons Wrestling  
The Thing  
The Two Towers  
The World is not Enough  
Theme Hospital  
Theme Park World  
Thief: Dark Project  
This is Football 2002  
This is Football 2003

Tiger Woods Golf 2002  
Tiger Woods Golf 2003  
Time Crisis 2  
Time Splitters  
Time Splitters 2  
TOCA Race Driver  
TOCA Touring Cars  
TOCA Touring Cars 2  
TOCA World Touring Cars  
Tom Clancy's Ghost Recon  
Tom Clancy's Splinter Cell  
Tomb Raider  
Tomb Raider 2  
Tomb Raider 3  
Tomb Raider 4  
Tomb Raider 5  
Tombs  
Tomorrow Never Dies  
Tony Hawk's 2  
Tony Hawk's 3  
**Tony Hawk's 4**  
Tony Hawk's S'boarding  
Top Gun: Combat Zones  
Total Club Manager 2003  
Toy Story 2  
Transworld S'boarding  
Transworld Surf  
Tunguska  
Turk: Evolution  
Twisted Metal Black  
Ty the Tasmanian Tiger  
U = 21  
UEFA Championship League  
Unreal  
Unreal Tournament  
Unreal: Champ. Edition  
Urban Chaos  
V = 22  
Vagrant Story  
Vampire Hunter  
Vampire Night  
Vanishing Point  
Vice City, G.T.A.  
Virtua Tennis  
Virus  
V-Rally 2  
V-Rally 3  
W = 23  
Wacky Races  
Warcraft 3: R. of Chaos  
Warriors of M & M  
Warzone 2100  
Way of the Samurai  
Who Wants 2BA Million.  
Wild Arms  
Winback  
Wing Over 2  
Wipeout Fusion  
World Champ. Snooker  
World is not Enough  
World's S. Police Chases  
Worms  
Worms Armageddon  
WRC: World Rally Champ  
Wreckless: Yakuza Miss.  
Wu Tang: Taste the Pain  
**WWF Smackdown! SYM**  
WWF Attitude  
WWF Raw  
WWF Smackdown  
WWF Smackdown J.B.I.  
X Men Mutant Academy2  
X-Files  
X-Men: Next Dimension  
Xtreme G3  
Y = 25  
YuGiOh! Dual Monsters  
Z = 26  
Zone of the Enders  
Zoo Tycoon  
007 Agent Under Fire  
007 Nightfire  
4x4 Evolution  
**Plus Many More...**

**INCLUDING ALL THE LATEST CHEATS, TIPS & WALKTHROUGHS AVAILABLE FOR:**

★ Ghost Recon

★ Hunter: The Reckoning

★ Leg. of Kain Blood Omen 2

★ Legends of Wrestling 2

★ Metroid Prime

★ Resident Evil 0

★ Robotech: Battlery

★ Star Wars: Bounty Hunter

★ Super Monkey Ball 2



# CHEATS UNLIMITED

FAST ACCESS TO  
CHEATS & GUIDES

**CHEATS**  
TIPS & WALKTHROUGHS

## N64

**A = 01**

Aidyn Chronicles  
All Star Baseball 2001

**B = 02**

Bad Fur Day  
Banjo Kazooie  
Banjo Toole  
Blues Brothers 2000

**C = 03**

Castlevania: Leg. of Dark.  
Command & Conquer 64  
Conkers Bad Fur Day

**D = 04**

Diddy Kong Racing  
Donkey Kong 64

**E = 05**

ECW Hardcore Rev.

**F = 06**

F1 Pole Position  
FIFA 99  
F-Zero X

**G = 07**

Glover  
Goldeneye

**I = 09**

Int. Super Soccer

**J = 10**

James Bond: Goldeneye  
Jet Force Gemini

**L = 12**

Legend of Zelda

**M = 13**

Mario 64  
Mario Golf  
Mario Kart  
Mission Impossible  
Mortal Kombat 4  
Mortal Kombat Trilogy

**N = 14**

No Mercy (WWF)

**P = 16**

Perfect Dark  
Pokemon Snap  
Pokemon Stadium  
Pokemon Stadium 2

**S = 19**

Shadowman  
Star Wars: Racer  
Star Wars: Rogue Squad.  
Super Mario  
Super Smash Brothers

**T = 20**

The World is Not Enough  
Tony Hawk's 2  
Top Gear Rally  
Turk: Dinosaur Hunter

**V = 22**

Vigilante 8

**W = 23**

WWF No Mercy

**Y = 25**

Yoshi's Story

**Z = 26**

Zelda  
Zelda: Majora's Mask  
Plus Many More...

## GAMEBOY

**A = 01**

A Bug's Life  
Action Man  
Advance Mario  
Afterburn  
Aladdin  
Alone in the Dark 4  
Animaniacs  
Atlantis: The Lost Empire

**B = 02**

B.Bunny Op. Carrot Patch  
Batman Vengeance  
Bob The Builder

**C = 03**

Croc 2

**D = 04**

Donkey Kong  
Donkey Kong Country  
Dragon Ball Z  
Dragon Warrior Monsters  
Dragonball Z L.Sup.Wars.

**F = 06**

Fairy Tale (Shrek)

**G = 07**

Grand Theft Auto

**H = 08**

Harry Potter  
Harvest Moon

**L = 12**

L. of Zelda: Links Awake.  
Legend of Zelda  
Legend of Zelda: Ages  
Legend of Zelda: Seasons

**M = 13**

Metal Gear Solid

**O = 15**

Oracle of Seasons

**P = 16**

Pokemon Blue  
Pokemon Crystal  
Pokemon Gold  
Pokemon Pinball  
Pokemon Puzzle Chall.  
Pokemon Red  
Pokemon Silver  
Pokemon Trading Card  
Pokemon Yellow

**R = 18**

Rugrats

**S = 19**

Scooby Doo: Cr. Capers  
Spiderman  
Super Mario Bros DX  
Super Mario Bros 2  
Tony Hawk's 2  
W = 23  
Wario Land 3  
Z = 26  
Zelda  
Zelda: Links Awake. DX  
Zelda: Oracle of Ages  
Zelda: Oracle of Seasons  
Zen: Intergalactic Ninja  
0-9 = 27  
007 James Bond  
Plus Many More...

## G.B. ADV

**A = 01**

Advance Wars  
Bomberman Tournament  
Breath of Fire  
Broken Sword

**C = 03**

Castlevania: C. of Moon  
Castlevania: Harmony D.  
Crash Bandicoot XS

**D = 04**

Dragonball Z: Leg. Goku  
Driver 2 Advance  
Duke Nukem Advance

**E = 05**

Ecks vs Sever

**F = 06**

Fellowship Of The Ring  
Final Fire Pro Wrestling  
Fire Pro Wrestling A  
F-Zero: Max. Velocity

**G = 07**

Gekido: Kintaro's Rev.  
Golden Sun 1 & 2  
GT Advance 2  
GT Advance Champ.

**H = 08**

Harry Potter  
High Heat Baseball 2002

**J = 10**

Jackie Chan Adventures  
Jurassic Park 3: DNA Fact

**L = 12**

L. of Rings: Fel. of Ring

**M = 13**

Major League Baseball '02  
Mario Adv. 3: Yoshi's Is.  
Mario Kart Super Circuit  
Medabots AX  
Midnight Club  
Monsters Inc

**R = 18**

Rayman Advance  
Ready 2 Rumble 2  
Road to Wrestlemania  
Robotech: Macross Saga

**S = 19**

Sonic Advance  
Spyro: Season of Flame  
Spyro: Season of Ice  
Star Wars: Att. of Clones  
Super Mario Advance 2

**T = 20**

Tekken Advance  
Tony Hawk's 2  
Tony Hawk's 3  
Tony Hawk's 4

**W = 23**

Wario Land 4  
Wolfenstein 3D  
WWE Rd to Wmania X8

**Y = 25**

Yoshi's Island

**Z = 26**

Zelda: Oracle of Seasons  
Plus Many More...

## GAME CUBE

**A = 01**

Agent Under Fire  
Aggressive Inline  
American Pro Trucker  
Animal Crossing

**B = 02**

Batman Vengeance  
Beach Spikers  
BloodRayne  
Bloody Roar: Primal Fury  
BMX XXX

**O = 15**

Bomberman Generation  
Bond 007: Nightfire  
Bond: Agent Under Fire  
Burnout

**C = 03**

Capcom vs. SNK: EO  
Cel Damage  
Crash Bandicoot  
Crazy Taxi

**D = 04**

Dave Mirra BMX 2  
Dead to Rights  
Die Hard: Vendetta  
Disney's Magical Mirror  
Doshin the Giant

**E = 05**

Eighteen Wheeler  
ESPN Int. Winter Sports '02  
Eternal Darkness  
Extreme G 3

**F = 06**

FIFA 2002  
FIFA 2003  
Fifa World Cup 2002  
Freekstyle  
Frontline (M. of Honor)

**G = 07**

Gauntlet: Dark Legacy  
Godzilla: D. all Monsters  
Groove Adventure Rave

**H = 08**

Harry Potter C. of Secrets  
Int. Superstar Soccer 2  
Int. Winter Sports 2002

**J = 10**

J McGrath's Scross World  
J.Bond: Agent Under Fire  
James Bond: Nightfire  
Jedi Knight 2

**K = 11**

Kelly Slater's Pro Surfer  
Legends of Wrestling 1&2  
Lost Kingdoms  
Luigi's Mansion

**M = 13**

Madden NFL 2002  
Magical Mirror  
Mario Party 4  
Mario Sunshine  
Mat Hoffman's Pro BMX 2  
Medal of Honor Frontline  
Metroid Prime  
Minority Report  
MX Superfly  
Mystic Heroes

**N = 14**

NASCAR Thunder 2003

NBA 2K2 & 2K3  
NBA Courtside 2002  
NBA Live 2003  
NBA Street  
Need for Speed H.Purs.2  
NFL Blitz 2002  
NFL Q'back Club 2002  
NHL 2003  
NHL Hitz 2002  
Nightfire

OO7 Agent Under Fire  
OO7 Nightfire

Pac-Man World 2  
Phantasy Star Online  
Pikmin

Red Card Soccer 2003  
Resident Evil  
Resident Evil Zero  
Robotech: Battlery  
Rocket Power Bch.Bandits  
Rocky  
Rogue Leader

Scooby Doo: 100 Frights  
Sega Soccer Slam  
Simpsons: Road Rage  
Smugglers Run 2: Warz  
Sonic Adventure 2 Battle  
Spiderman The Movie  
Spy Hunter  
Spyro: Ent.the Dragonfly  
SSX Tricky  
Star Wars: Bounty Hunter  
Star Wars: Clone Wars  
Star Wars: J.Knight 2  
Star Wars: Rogue Lead  
Starfox Adventures  
Super Mario Sunshine  
Super Monkey Ball 1&2  
Super Smash Bros Melee

Tarzan Freeride  
Tiger Woods Golf 2003  
Time Splitters 2  
Tony Hawk's 3 & 4  
Top Gun: Combat Zones  
Turk: Evolution  
Ty the Tasmanian Tiger

Ult.FChamp: Throwdown  
Vendetta: Die Hard  
Virtua Striker 3: V. 2002  
Wave Race: Blue Storm  
World Cup 2002  
WWE Wrestlemania X8  
X-Men: Next Dimension  
X = 24  
Z = 26  
0-9 = 27  
007 Agent Under Fire  
007 Nightfire  
18 Wheeler  
2002 FIFA World Cup  
Plus Many More...



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Cheats & Walkthroughs also available for all these consoles.



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24hr Customer Service: (Freephone) 0800 081 6000



# contents



**30**

Read all about the game of 2003 — *The Wind Waker*



**10**

More Middle-Earth malarkey — new shots and info inside

**16**

Sonic's back for his second GBA outing. Can you resist?



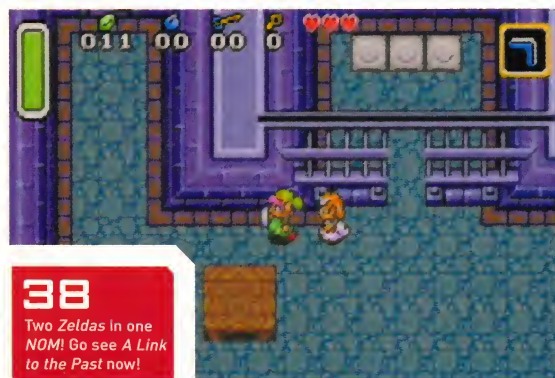
**54**

The monkeys return, but this time on GBA



**38**

Two Zeldas in one NOM! Go see *A Link to the Past* now!



Issue 125/  
February 2003



**88**

## Letters

They're top dog for games and HMV has given us £50 worth of vouchers for the best letter.

**92**

## High Scores

Are you the gaming daddy or a joystick disaster zone? The latest challenges await you inside...

**100**

## Q&A UK

Get the answers to your questions on *SSBM*, *Luigi's Mansion* and *Sonic Adventure 2 Battle*.







# Nintendo

OFFICIAL MAGAZINE

Nintendo Official Magazine,  
Emap Active, Priory Court,  
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London EC1R 3AU

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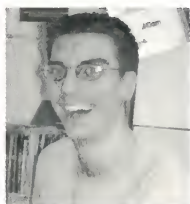
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# Meet the team

MEET THE PEOPLE WHO MAKE *NINTENDO*  
*OFFICIAL MAGAZINE* SO BLOODY GREAT



**W**ell, let me begin the latest issue of *Nintendo Official Magazine* by wishing you all a happy New Year and what a year Nintendo has got lined up for us all.

As we saw last issue, *Metroid Prime* is looking like a beauty and together with the likes of *Resident Evil Zero*, *Phantasy Star Online* and *Super Monkey Ball 2* these are just some of the early treats planned for GameCube. On the handhelds too, expect *A Link to the Past*, *Hamtaro* and *Pokémon* to blow away the

opposition in 2003. But without a doubt the best adventure we've seen for Nintendo's box of delights is *The Legend of Zelda: The Wind Waker*.

You'll be able to read our first play impressions of Link's dazzling new quest starting on page 30 where we'll show you everything from breathtaking sword fights, exhilarating ocean sailing and some of the most awe-inspiring levels you'll ever play in a video game. This is why you bought a GameCube and we'd even go so far as to say that it looks even better than *Ocarina of Time*!

This year is going to be fantastic for Nintendo gamers and the clock is already ticking down to E3 where we're praying we'll be able to play the new *Mario Kart*, *F-Zero GC*, *Pikmin 2* and *Mario 128*. Bring it on!

So if you got a brand-spanking-new GameCube or Game Boy Advance under the tree at Christmas you've come to the right place for all the latest news, previews, reviews and tips on your favourite games. And being the New Year we've turned over a new leaf and created an all-new mobile text service, Club NOM, for you to join. It only costs 25p to join and you can read all about it on page 95. Enjoy the mag!

*Tim Street*

Tim Street, Editor

RICHARD MARSH,  
DEPUTY EDITOR



My month in games...

- Trying to get off the \*%&!7 ship in *Summoner*
- Blaming poor gaming performance on wrecking my back at the gym
- Pioneering *NOM* formation flying to the *Super Smash Bros.* Melee menu music

KINGSLEY SINGLETON,  
PRODUCTION EDITOR



My month in games...

- Watching my wife get *Star Fox*-induced motion sickness
- Being caught by the missus shouting 'Have that you bitch' while playing *Jedi Knight II: Jedi Outcast*
- Drawing 5-5 with Mark in a classic Arsenal v Everton FIFA session

DOMINIC WINT,  
STAFF WRITER



My month in games...

- Being mesmerised by *The Wind Waker*
- Being offended by whoever decided to make *Jimmy Neutron 2* such a shocker
- Suddenly realising there is no such thing as a good GameCube wrestling game

MICHAEL JACKSON,  
STAFF WRITER



My month in games...

- Playing *The Wind Waker* for the first time
- Falling in love with *Ocarina of Time* all over again on GameCube
- Getting through six packs of Duracells playing *A Link to the Past* on GBA

MARK SOMMER,  
ART EDITOR



My month in games...

- Being the jammy git of the office by winning *Rocky*, *Tiger Woods*, *Medal of Honor* and a *WaveBird* in the office lucky draw
- Taking two hours to get past the minefield in *Medal of Honor*
- Mastering the drift shot in *Tiger Woods*

ZETA FITZPATRICK,  
DEPUTY ART EDITOR



My month in games...

- Destroying all monsters in *Godzilla*
- Saving those blasted dinosaurs in *Star Fox*
- Failing to impress Mickey with my training in *Rocky*





Exciting! Disney Sports Football brings a whole new experience to console-sports: It's Disney's all-star cast of beloved characters combined with a spectacular arcade-style sports game full of vibrantly colorful arenas and cool details. Whether you play the Challenge Cup, the Leaguemode or Multiplayer with your friends - you will have loads of fun with Mickey, Donald, Goofy and many more on your GameCube and on your GameBoyAdvance.

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Nintendo

# PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS



## YU-GI-OH! FORCEBOUND KINGDOM

YU-GI-OH! FORCEBOUND KINGDOM • GAMECUBE • OUT 2003

HARD FACTS EMERGE ON KONAMI'S UPCOMING *YU-GI-OH!* RPG

**W**e've lost count of the number of e-mails, letters and phone calls we've received from excited *Yu-Gi-Oh!* fans desperate to find out about a GameCube title for their beloved anime TV series, but now you can rest easy.

Now we can finally release concrete gameplay details and give you a clearer idea of the story line. So here goes: The game focuses on the activities of legendary games developer SIC Domino Lab who have made a ground-breaking virtual-reality video game called Kingdom.

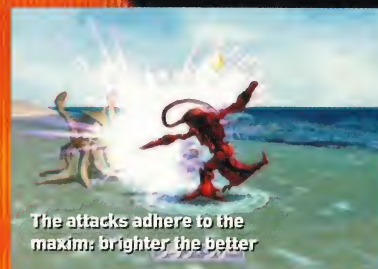
Before the game can be released, extensive testing is required and Yugi volunteers as a tester. Things quickly go awry when Yugi is trapped in the virtual world, his only hope for survival being to beat the game. This will involve overcoming hundreds of snarling monsters in a series of real-time battles that completely do away with the card-battling of the TV series.

Interestingly, the game will feature two separate stories as Yugi isn't the only playable character. Along with the TV series' chief protagonist you'll be able to control

Seta Kaiba, the head of KaibaCorp.

Players have to assemble a squad of three monsters, which will all have distinct abilities and particular skills against certain foes, much the same way as Pokémon do. Attacks can be unleashed by individual monsters or collectively via group special moves, which will change depending on the mix of your squad. Most battles will be against three monster squads, but from time to time players will have the chance to face off against a lone-operator, and if you win you'll get that monster as part of your team.

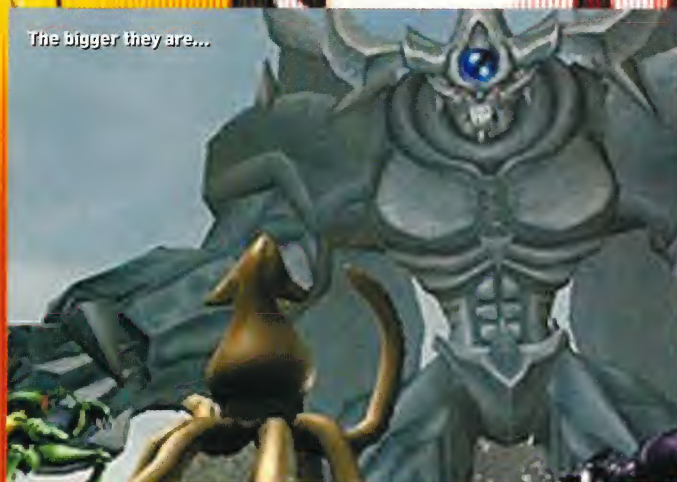




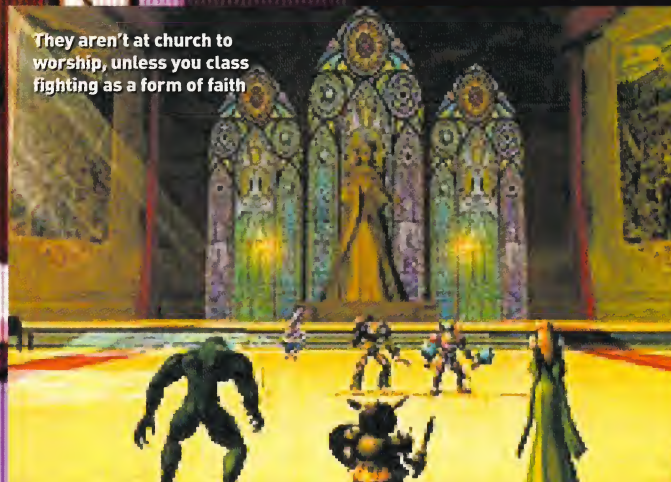
The attacks adhere to the maxim: brighter the better



Winged beasts are just some of the more normal looking monsters



The bigger they are...



They aren't at church to worship, unless you class fighting as a form of faith



# CRYSTAL DREAMS

NEW ART, NEW INFO. TAKE COVER AS THE *NOM* TEAM SPONTANEOUSLY COMBUST.

**A**fter being drip-fed delectable early shots a few issues ago, Square and Nintendo have unleashed a barrage of new info on the long-awaited return of the *Final Fantasy* series to Nintendo.

Set for a Japanese release in the spring and a launch in the UK some time late this year,

*Final Fantasy Crystal Chronicle* is a sprawling RPG where you journey through labyrinthine caves crawling with monsters lurking in the shadows, across majestic mountain ranges and sail across the sea to find the so-called Mana Water.

This liquid isn't any old Evian because it can restore the power

Graham Le Saux turns away in disbelief as the gypo starts dancing



The *Final Fantasy* crew are off to Southend for a weekend with Tim



of the Crystals in the game's title. These gems were created to stop a deadly turquoise mist in years gone by, but their power has to be replenished annually and that involves setting off in caravans to find the Mana Trees that contain Mana Water. And that's where you come in.

Battles will involve selecting



☐ Anime fans will love this little lady

# GIMLI IS GO

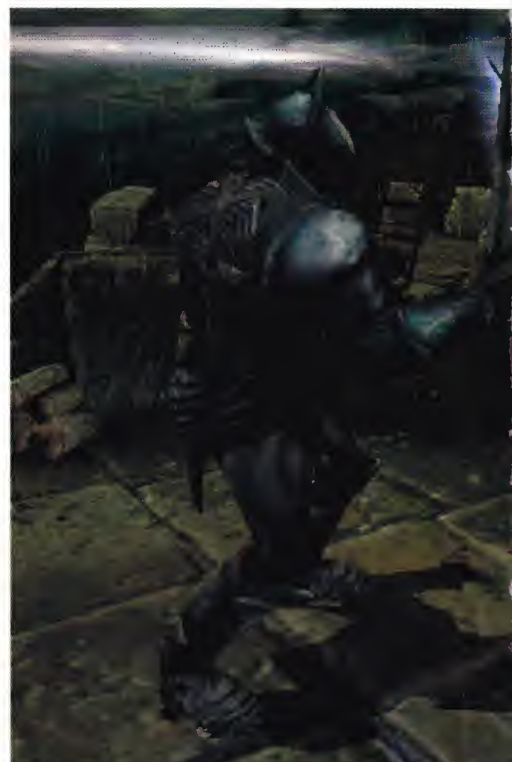


☐ If you've not seen the new fantasy epic of *The Two Towers* you've probably been detained at Her Majesty's pleasure, but for all of those who have, the battle against Sauron's forces for Middle-Earth will continue with the imminent release of the GameCube hack-and-slash quest.



Check out those lighting and fire effects — gorgeous!

☐ Legolas prepares to make some tasty orc-meat kebabs. Mmmm... isn't your mouth watering already?







□ 'Take that, bone head — have my sword in your face...'

one of three commands — defend, fight or use magic and you'll also get to control a variety of character classes. There are four classes in total and each one has their own personalities and skills to use to your advantage; Yulk are magic experts; the purple-haired Selkie are regarded as thieves and hated by other classes; Lilty are frank in what they say; and then there's the Clavatte class who are very gentle and hate war.

With the added incentive of a four-player GBA link-up to the GameCube version, *Crystal*

*Chronicle* is looking like an RPG classic with a host of glorious worlds and battles to be won. With *The Wind Waker* coming later this year too, GameCube looks set to be the home for adventure fans of all ages and tastes.



Aragorn takes on a double-hard Uruk-hai

Already selling by the bucket on GBA, EA's quest will see you controlling ladies' man Aragorn, bow and arrow daddy Legolas and vertically-challenged Gimli as you fight it out through locations from the first two films, including Helm's Deep, the Mines of Moria and the Plains of Rohan.

Gandalf and Frodo aren't controllable characters, but they do appear in the game and you can expect to scrap some seriously hard meat-heads including cave trolls and orcs. However, it's unknown whether you'll be able to slide down stairs shooting arrows, but we pray to the EA gods that this awesome moment appears in all its GameCube glory.

NEW GAMES AND A GAMECUBE SEQUEL • GAMECUBE • OUT TBC

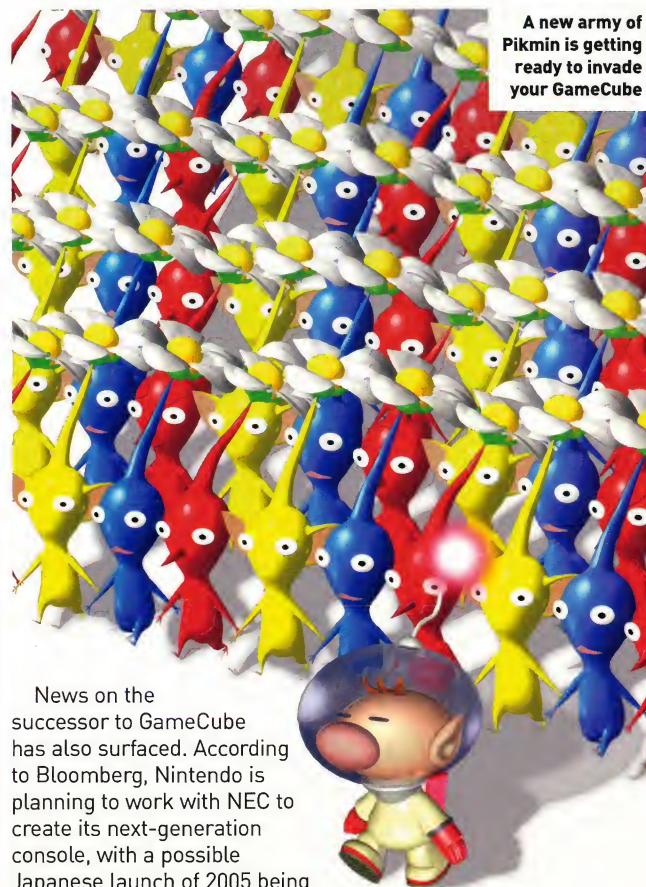
# IT'S-A-ME! AGAIN!

MIYAMOTO REVEALS NEW PROJECTS.

□ Mario's creator, Shigeru Miyamoto, has confirmed two new projects that he is currently working on for GameCube and we just know that you're going to like what you read.

In an interview with Japanese adult mag, *Playboy*, Shigsy stated that *Pikmin 2* and *Mario 128* are both in development. Although Mr Miyamoto didn't elaborate on how the games will look or play, he did say: 'I believe that with this game (*Mario 128*) you'll be able to feel the newness that was missing from *Super Mario Sunshine*.'

You may recall that a *Mario 128* demo was shown at the GameCube's grand unveiling at Space World 2000, but talk that the game was in production was only rumour until Miyamoto's recent announcement in the Far East.



News on the successor to GameCube has also surfaced. According to Bloomberg, Nintendo is planning to work with NEC to create its next-generation console, with a possible Japanese launch of 2005 being touted. NEC previously worked with Nintendo to create the graphics chip for GameCube. Those who thought Nintendo was going to become a software-only developer can now proceed to eat their words... yum, yum!







*To Behead  
Or Not To Behead  
That Is The Question*

*- Kain*



Kain, the most evil video game character of all time, is back to reclaim the land of Nosgoth.



Use your Dark Gifts such as Stealth, Fury and Charm to claim vengeance on your enemies.



Bare-clawed or with weapons, engage your enemies in close combat, then drain their corpses of blood.

# BLOOD OMEN 2

THE LEGACY OF KAIN SERIES

[www.legacyofkain.com](http://www.legacyofkain.com)



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# Skies of Arcadia Legends

GAMECUBE OWNERS WILL BE TREATED TO A GENEROUS HELPING OF EPIC RPG ADVENTURING WHEN *SKIES OF ARCADIA LEGENDS* ARRIVES IN MAY.

**F**ans of the RPG genre have something to get really excited about with news of the impending release of *Skies of Arcadia Legends* for GameCube. And with its arrival getting nearer, here's another taster of what's in store.

An epic and engaging story line will see you controlling the leader of a gang of Air Pirates. You take to the skies in flying pirate ships as you embark on a giant quest, which will require you to interact with over 300 different characters. You will also discover more than 70 weapons and magic spells to help you on your long and dangerous journey.

Apart from graphical enhancements over the previous edition of *Skies of Arcadia*, the GameCube version will feature many hours of additional gameplay that'll give you back story insights into the lives of the leading characters in the game.

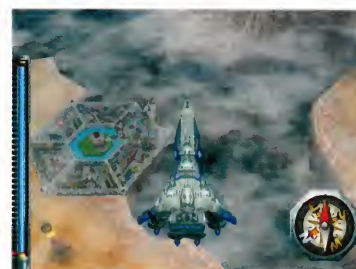
Up until now, the GameCube hasn't provided gamers with much choice in the way of epic RPG titles. But that'll change when *Skies of Arcadia Legends* finally arrives. We are anticipating good things from this, so you can expect to read about all the latest details as they break in future issues of *NOM*.



☐ We thought the air-conditioning in the *NOM* office was bad, but this is ridiculous!



☐ *Skies of Arcadia Legends* has a typically epic anime feel about it — let's hope it plays as good as it looks



☐ 'I can see for miles and miles'. If the size of the landscapes is anything to go by, there'll be lots to do in this game



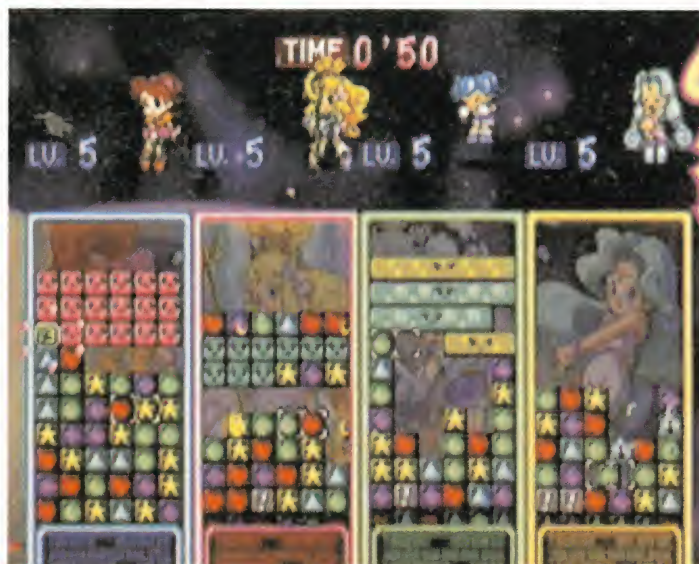
## CLASSIC PUZZLERS RETURN

☐ Can anyone remember *Yoshi's Cookie*? What about *Dr Mario* or *Panel de Pon* (also known as *Tetris Attack*)? These are three of Nintendo's best old-time puzzlers from its archives and now they're being revived for GameCube.

That's right, puzzle freaks. Nintendo is giving these three timeless classics a drastic make-over, using the superior power of GameCube to vastly improve the visual and audio quality of the dusty old originals.

For those who've never heard of them, in *Dr Mario*, you must match coloured pills to viruses to clean out a jar. Colour matching is also the general aim in both *Panel de Pon* and *Yoshi's Cookie*.

No announcements detailing a UK launch date have been released as yet, so you'll have to make do with this colourful screenshot for now. But rest assured, as always you'll be the first to know when we get any more hard news.



☐ Nintendo is resurrecting a plethora of old-time puzzle games for your GameCube





☐ 'Right, when he comes around the corner, you shout surprise and then I'll shoot him in the face!'



☐ Enjoy having your head ripped-off? This is your man!

☐ That's one hell of a quiff you've got there, mister!

KILLER 7 ● GAMECUBE ● OUT TBC

# The Capcom Killer

CHECK OUT THESE INCREDIBLE NEW SHOTS OF CAPCOM'S BRAND-NEW, GROUND-BREAKING ACTION TITLE, *KILLER 7*.

Last month we ran a feature on Capcom's five new titles in development for GameCube. Details were sketchy, but of all the titles, *Killer 7* left us very intrigued.

So far, we know that the plot is based around a feud between two characters; Harman Smith, who you'll be in control of throughout the game and his rival Kun Lan, a shadowy figure who wields a widespread and evil influence over the streets of the USA.

Additional details are scarce, but we've recently discovered that Harman Smith is said to have seven personalities. We don't know what significance this will play in the game's story line as yet, or how it may effect the way you play, but we expect an equally original plot to unfold as

you attempt to chase down Kun Lan around four different worlds.

Take one glance at the shots of the game and you know that Capcom are going for something special and not just your average run-of-the-mill action game. Cel-shaded graphics haven't received the best reception from gamers, especially when the first shots of *The Legend of Zelda: The Wind Waker* were released, but there's no denying *Killer 7* looks interesting.

We can't imagine what the game will look like in motion, but we expect it to be a real visual treat like nothing that has gone before. We're looking forward to hearing more on this intriguing title and you'll get all the information as soon as we do.

YOUR VOTE



Nintendo  
OFFICIAL MAGAZINE

NOM POLL

Last month we asked you...

"WILL THE GAME BOY PLAYER FOR GAMECUBE BE A HIT OR MISS?"



☒ YES: GBA ON TV. BOK!

88% VOTES

"Who would want to stand out in the cold when you can play your favourite games on GameCube?"

Josh Collins

☐ NO: I WON'T BUY IT!

12% VOTES

"I love my GBA games because I can carry them everywhere with me. I'd rather play the more advanced GameCube games on my TV."

George McKenzie

This month we ask you...

"SHOULD ANIMAL CROSSING BE RELEASED IN THE UK?"

IF YOUR ANSWER IS YES  
SEND YOUR E-MAILS TO:  
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IF YOUR ANSWER IS NO  
SEND YOUR E-MAILS TO:  
Nompoll-two@emap.com

Remember to include any relevant comments

NEXT MONTH

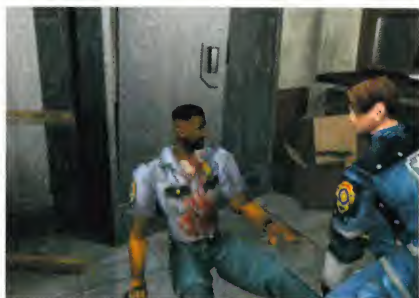


# STATE NEWS

■ America are to share the *Zelda* love in March as the bonus disc containing *Ocarina of Time* and *Ura Zelda* will be available to canny pre-orderers. The move came after loads of American *Zelda* fans e-mailed Nintendo of America expressing their desire for the disc's release.



■ Capcom is raising the price of the *Resident Evil 2* and *3* remakes. It was initially announced that the games would retail for a bargain \$19.95 each, but Capcom has now stated that the titles will in fact retail at \$39.95.



■ Nintendo of America has released a tentative mock-up of the US *Wind Waker* box art and fans will be surprised at the radical departure from the Japanese pack. Instead of a cartoony, blue background the US box will come in a magisterial gold colour with an understated logo.



■ Vicarious Visions, the clever chaps behind the *Tony Hawk's* series on GBA, is working with Sega to produce a *Jet Set Radio* title for the handheld. Known as *Jet Grind Radio* in the States, the game will challenge players to skate around areas tagging various locations with spray paint. It's set for a Spring release in the US.

■ 17 March will see *Pokémon Ruby* and *Sapphire* released in the US. The games have already sold over two million copies in Japan and we've found some images of box art in development for the new titles.



SONIC ADVANCE 2 • GAME BOY ADVANCE • OUT TBC

# SONIC AD

NEW SHOTS AND A PROMISE TO BRING YOU AN EXTENDED PLAYTEST OF SONIC'S LATEST OPUS.

With a critically acclaimed GBA debut under his belt, Sonic's girding his blue loins for another portable outing. This should be out in the UK sometime in the first half of the year, and will surely be essential gaming.

Details on the game are sketchy at present, but we do know that the game will have a brand-new playable character called Cream the Rabbit. She's touted as an easy-to-use beginners' character, so perhaps she won't be quite as speedy as

Sonic or Knuckles. Fact fans will love to know that she appears instead of Amy.

The game will also be compatible with Sonic's existing GameCube title, although what this will mean is anyone's guess at the moment as Sega is remaining resolutely tight-lipped on gameplay specifics. Our guess is it'll have to do with the Chao Mini Garden, where Chaos are put through their paces in a series of fun mini-games. Don't forget to check back next month for a full Preplay.



Sonic Advance 2 on the GBA will be massive — trust us we're paid to say thing like that

SEGA RALLY CHAMPIONSHIP • GAME BOY ADVANCE • OUT TBC

# Sega's rally monster shrunk for the GBA

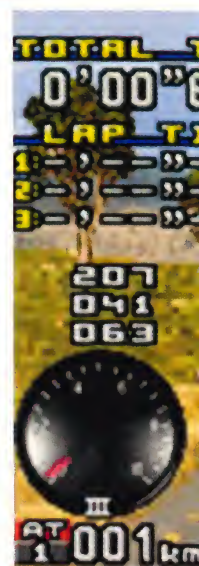
□ Few games have the right to call themselves true classics. But the *Sega Rally* series is amongst the elite that have held their own over a long period of time.

The series is now facing its greatest challenge to date with an ambitious GBA title attempting to take the playability and visual flair of the home console and arcade versions to the world of handheld gaming. Early reports suggest they're on the right lines with a look that rivals the current

handheld rally daddies, *Colin McRae* and *V-Rally*.

From what we've heard, the game will focus on delivering an arcade-style experience, with reasonably forgiving handling.

Many of the tracks will be ones that featured in the Dreamcast and Saturn editions of the game, and although nothing's confirmed, we're hoping for a couple of new tracks along with a four-player mode. More on this hot title as it breaks.







# VANCE 2



Plenty of the best Sonic characters are returning, plus a brand-new one



There will be the usual selection of high-powered motors to choose...



... and an equally impressive range of courses

## JAPAN NEWS

As expected, *The Legend of Zelda: The Wind Waker* has taken Japan by storm. In its first few days on sale, Link's latest adventure sold over 400,000 copies. The game is also responsible for a huge rise in Japanese GameCube sales over the last few weeks. Go Link!



The *Pokémon* revival shows no signs of slowing as *Ruby* and *Sapphire* continue to dominate the Japanese sales



charts. Both versions of the game have now sold well over 1,000,000 copies and the GBA is outselling PS2 two to one.

A new *Phantasy Star Online* quest has been added. Players will be able to find *NiGHTS* from the classic Sega Saturn game. As well as this, completing the *NiGHTS* quest will allow you to download a mini-game to your handheld as a reward called *NiGHTS Score Attack*.



The first GameCube title to emerge from Nintendo's collaboration with Tohy has arrived. *Naruto* is a beat-'em-up based around the anime comic book and cartoon series of the same name.

Nintendo of Japan has issued a warning to all those gamers who've grabbed themselves a copy of *The Wind Waker* — only use official memory cards. The games giant says that

players trying to save on third-party memory cards may experience the loss of saved games, and that can't be good...





# CHOCOBO LAND

AN UPGRADED VERSION OF PLAYSTATION RARITY IS COMING ALONG VERY NICELY.

This game was originally part of a Japanese-only *Final Fantasy*-inspired compilation produced by RPG-meisters, Square. To those not in the know, a Chocobo is a bright yellow bird that has featured in previous *Final Fantasy* games.

*Chocobo Land* is a slightly odd concept, but our Japanese spies assure us that it's got a special something that'll make it a

totally addictive experience. In the game, you play on six *Final Fantasy*-inspired boards, with the aim being to purchase spaces and impose penalties on players who land on your plots, much like you would in a game of *Monopoly*.

Movement is determined by throwing a dice, with the ultimate aim to claim the most amount of money and nab the four crystals that in some way



□ This looks like a pretty hellish situation...

determine the outcome of the good-versus-evil back story. There's likely to be a four-player link-up mode, which is where the most fun will be. It all sounds a bit crazy, and as yet there isn't any news on a UK release, but, as always, as soon as we know anything you will too.



□ *Chocobo Land* looks like a feast of colour and quirky fun



□ It's all Japanese to us, but we can tell you that it looks great



□ Shtop, this fight is not ready yet — where's the mud?

# BLACK & BRUISED

□ We're expecting a lot from *Black & Bruised* when it's released in May. It might well be the natural successor to *Punch Out*, which is high praise indeed for those who recall the old-skool boxing hit.

We've uncovered new snippets of information on this title, which only serves to make us even keener to go hands-on. In the game, you'll be given what the makers call the Boxer's Life mode. What this

means is you'll be given instructions on how to win a fight, ranging from only hitting with one fist to knocking out an opponent in a set amount of time. Each of the 18 characters will have seven challenges, with each one communicated via a seamlessly blended cut-scene. Sounds cool to us, and we hope to have more on this title very soon.



# THE REVENGE OF SHINOBI

TOP-CLASS RETRO NINJA ACTION. HI-YA!

□ The *Shinobi* series of games has graced just about every console ever made and it's not going to let a young whippersnapper like GBA get away without hosting a version of the classic ninja fighting title.

*Shinobi* games are pretty simple, really — they're all about getting medieval on your enemies' asses with

nunchaku and throwing stars as you fight your way through gigantic levels awash with top-class fight action.

Your ultimate aim is to track down all of the five possessed shoguns and take control of their elemental swords.

These magical weapons will imbue the hero with new powers needed to defeat the next shogun in the series.

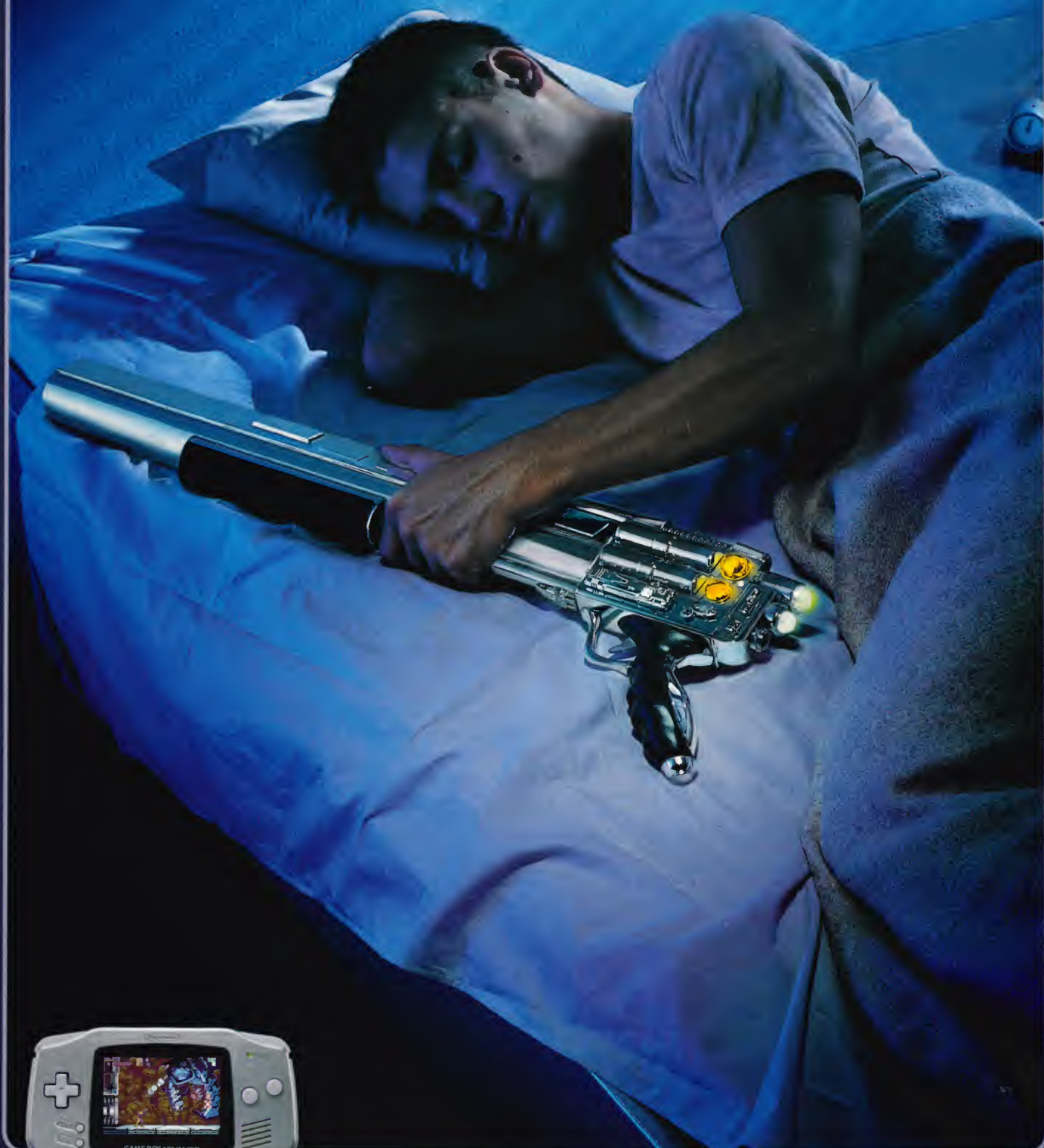


□ We're sure that ninjas usually wear more subdued clothing...



□ ... but when you kick ass like this fella, who's gonna argue?





New Metroid Fusion.  
Be ready for the unexpected.

**GAME BOY ADVANCE**™





1080° AVALANCHE • GAMECUBE • OUT SUMMER

# PEAK-TIME VIEWING

NINTENDO RELEASE AN AVALANCHE OF 1080°.

**W**e may not see it until the weather warms up, but Nintendo has once again released a blizzard of new 1080° shots to keep us ticking over.

Featuring some classic extreme sports racers from the original 1080°, the sequel will feature a heap of gameplay options, including slalom courses and a halfpipe stunt mode. Racers will include decent all-rounder Kensuke Kimachi and the well-balanced Rob Haywood, while returning to fly the flag for the



HARVEST MOON: A WONDERFUL LIFE • GAMECUBE • OUT TBC

## Old McDonald...

□ If you've ever wondered what it would be like to get up with the lark and muck out the stables or milk old Daisy the cow, then you'll be pleased to learn that niche farming sim *Harvest Moon* is rearing its head on GameCube.

*A Wonderful Life* spans 30 years, just like *Animal Crossing*, and in that time you'll be able to get married and have kids in addition to all the usual trappings of a life down on the farm. The game

also comes with the added bonus of linking-up to the Game Boy Advance version via the Link Cable.

With 40 characters to meet over the course of the game's six chapters there's plenty to learn with loads of fishing, milking, horse riding and crop growing to do on your ranch.

But at the time of going to press there was no news as to whether a Foot and Mouth crisis would be in the UK version.



□ Come on love, what about a bit of 'Roll Out The Barrel?'





☐ You'll certainly need a seat belt when you're going up the mountains, mate! With bridges to grind and deep snow drifts to blast through, you'll need to stay strong if you're going to be a 1080° champion



☐ Shut your legs mate, those pine tree-tops look a little lethal from this height



☐ Don't stray too far from the course on the slalom races or you'll be disqualified

UK will be speed demon Dion Blaster, although expect to see his terrible handling and jumping to come as part of the bargain. We've also seen some shots of a foxy female snowboarder with skills to die for, so hopefully the rider roster won't just end with the three male stars.

The bizarre world of snowboard trick names will be on show so prepare to pull off the likes of the Mute, Shifty, Seat Belt and a tasty Roast Beef. Judging from one shot

we've seen, it looks as though you'll have to ride straight into powerful avalanches, avoiding falling trees and animals running for cover.

With a name change to 1080° Silver Storm in Japan and a Far East release scheduled for this Spring, we'll have a Preplay on the snowboard racer in a forthcoming issue, so if you like your sports extreme you know where to come, but in the meantime feast your eyes on these shots.



☐ 'Right, get in there you ugly lot, sit down and shut up'. You'll have to use all your farming skills if you're going to make a profit



☐ You just know a raft race is going to come round the corner any second and ruin your peaceful afternoon of fishing

## COMING UP

At the time of going to press these games were scheduled to appear...

### January

NINTENDO GAMECUBE

- Micro Machines 17/1
- Blood Omen 2 24/1
- Fire Blade 31/1

GAME BOY ADVANCE

- Micro Machines 17/1

### February

NINTENDO GAMECUBE

- Legends of Wrestling II 7/2
- Star Wars Bounty Hunter 7/2
- MK: Deadly Alliance 14/2
- Shrek Extra Large 14/2
- Pac-Man World 2 28/2



GAME BOY ADVANCE

- The Wild Thornberrys 7/2
- Daredevil 14/2
- MK: Deadly Alliance 14/2
- Shining Soul 14/2
- Crash Bandicoot 2 28/2

### March

NINTENDO GAMECUBE

- Resident Evil Zero 7/3
- Wakeboarding Unleashed 7/3
- Vexx 7/3
- Galleon 28/3
- Monsters Scream Arena 28/3

GAME BOY ADVANCE

- Dr Muto 7/3
- Rayman 3 7/3
- Vexx 7/3
- Bomberman Max 2 Blue 14/3
- Bomberman Max 2 Red 14/3



ANIMAL CROSSING AND ANIMAL CROSSING 2  
● GAMECUBE ● OUT TBC

## LIFE GOES ON

OUR SECOND DIARY ENTRY AND DETAILS ON *ANIMAL CROSSING 2*.

□ Before we take a look at another month in the life of our *NOM* boy in *Animal Crossing*, we thought you might want to know a few things.

Shigeru Miyamoto has revealed that *Animal Crossing 2* is on the way and will feature full online compatibility. Also, Action Replay hackers have discovered that *Super Mario Bros.* and *The Legend of Zelda* are hidden in the game, but no-one knows how you can access them officially. In the meantime, let's tell you what we've been up to...



□ I heard Tom Nook was having a sale down at Nook's Crannys, but when I turned up for some shopping, he refused to allow me to buy something because I'm an employee. That sucks, man!



□ It's getting really cold outside now and the snow covers the ground. I went for a stroll down to the well and Mayor Tortimer gave me a present. He doesn't say much, but he sure is such a friendly guy.



□ It's Christmas Day! I took a walk around town today, but there's not much going on, probably because it's freezing out and snowing real hard. I love all the lights in the trees. It makes the town so colourful.



DR MUTO ● GAMECUBE ● OUT 2003

## MUTATING MUTO

MUTO HAS DESTROYED AN ENTIRE PLANET AND NOW HE'S GOT TO CLEAN UP USING HIS MUTATION POWERS.

**D**r Muto would win the award for clumsiest scientist ever after accidentally blowing up his home planet, Midway. But conscious of his mistake, he decides to set out to rebuild the planet with a machine called the Genitor 3000. But quite uncannily, the machine lies in pieces around the empire of Muto's arch-nemesis, Professor Burnitall.

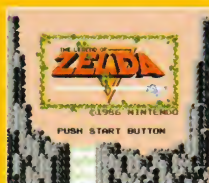
While on his quest to gather all the machine parts and isotopes to power it, Dr Muto must use his unique ability to steal the DNA from various animals and mutate, incorporating their abilities to enhance his own. He has five different mutational forms in total, including a three-eyed, ape-like beast, a fish, a spider, a mouse and a bat. You'll need to use each one cleverly to find all the parts of the Genitor 3000 in the land

of Burnitall. You can expect many hours of mutating fun and frolics, with Dr Muto's adventure taking him across four varying worlds, split into 25 sprawling levels. Check out the shots!



□ Muto's world is as strange as his dress sense

## IN THIS YEAR...



■ *The Legend of Zelda* sold like proverbial hotcakes on the NES

1987 was a defining year for *The Legend of Zelda* series. Apart from *Super Mario Bros.*, which was bundled with the NES, *The Legend of Zelda* was the first home-console game to sell in excess of one million units. The sequel, *The Legend of Zelda II: The Adventure of Link* was also released in this year after much hype and anticipation.



■ The side view of the second *Zelda* game disappointed some fans



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MUNIZ**

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**Spy Kids** and  
**Home Alone,**  
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# Your Month Ahead

These are the dates to rule your life by. Ignore everything else that happens over the month as it's bound to be dead boring.

## 17 January

Eminem takes a break from swearing and slagging off Moby to star in his new movie, *8 Mile*, released today.



## 27 January

With the announcement that *Men in Black* is coming to GameCube it's time to learn everything about agents J and K. So brush up on your alien-busting skills with the DVD release of *Men in Black 2*.



## 7 February

*Star Wars* fans should head to the shops to pick up a copy of Jango Fett's debut GameCube adventure, *Star Wars Bounty Hunter*.



## 12 February

Load up *FIFA 2003* and pit England against Australia's mighty Socceroos, then sit back and weep as the Aussies hold Sven's boys to a humiliating and demoralising one-all draw.



## 14 February

You've waited long enough for a decent *Mortal Kombat* game so wait no more as *Deadly Alliance* comes to the GameCube and GBA. Go get some blood gamers!



## 14 February

Hopefully you're rich enough to be able to afford both *MK:DA* as well as issue 126 of *Nintendo Official Magazine*. Try buying *MK* online and you should save enough to be able to afford the mag.



NFL 2K3 • GAMECUBE • OUT APRIL 2003

# NFL 2K3

Sega's *NFL* series has been winning over American fans for years and now us Europeans are getting the chance to get in on the gridiron action.

Featuring comprehensive rosters from the 2002 NFL season, *2K3* promises to give John Madden a real run for his money.

What's more, *NFL 2K3* features ESPN Broadcast Presentation meaning that replays, commentary, player introductions and highlights are all brought to you in an ESPN-style making the game feel just like an authentic TV broadcast. We'll have more news on *NFL 2K3* soon.



Starters for ten,  
no conferring:  
Where's the  
football?



MICRO MACHINES • GAMECUBE • OUT JANUARY

# MINI MOTORS

It's the return of those terrific tiny turbos as *Micro Machines* comes to GameCube.

The *Micro Machines* series is a gaming institution so it's no surprise to hear that the little motors are heading to the GameCube. Featuring eight new cute little characters, each with their own personality and customised set of cars, *Micro Machines* promises to deliver high-speed thrills and spills.



□ Once again the little motors have invaded the garden to wreak havoc

Players can choose to take part in a variety of competitions from a single race to a huge championship series. Secret cars are there to be unlocked if you can prove yourself to be king of the ring. Familiar garden and garage circuits return, along with some darker arenas like a graveyard and a crime scene.

And of course the frantic multiplayer action will make a return with you and up to three mates joining in on a single race, tournament or the destructive Bomb Tag mode. Here players have to hold on to a bomb for as long as possible before passing it on to an opponent before it explodes.

*Micro Machines* is always good for a laugh and our hopes are high that this will continue the tradition. We'll have a review for you in the next issue of *NOM*.



□ The areas are taking on an altogether more sinister vibe



ZAPPER • GAME BOY ADVANCE/GAMECUBE • OUT JANUARY

# ZAPPER

CLASSIC AVOID 'EM UP ACTION ON GAMECUBE AND GBA.

□ If the creators of *Frogger* had instead opted for a cricket as their hero then they'd probably have ended up with Zapper.

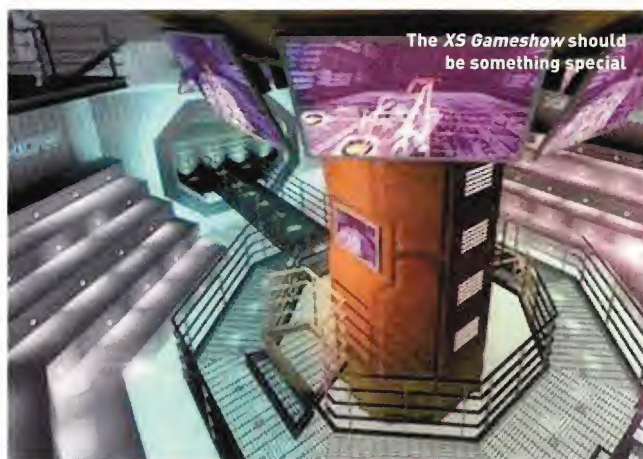
Billed as an 'avoid-'em-up', *Zapper* challenges you to guide the hapless insect through six worlds in order to find and

rescue his brother from the evil magpie queen.

Players will need every ounce of skill and cat-like reflexes in order to get past the hordes of deadly enemies and dangerous traps. A four-player option will also be included.



□ The angry-looking Zapper should be a match for any magpie queen



XS GAMESHOW • GAMECUBE AND GAME BOY ADVANCE • 25-27 JULY

# SHOWTIME

□ After years of sitting back and watching American and Japanese gamers swan around ultra-cool games shows, it's finally time for one to come to the UK.

The *XS Gameshow* at Birmingham's NEC promises to deliver gamers with a total gaming experience featuring

everything from new technology to gaming fashion and online gaming. There'll also be an arena where top gamers can go head-to-head to win big money prizes. Check out the website at <http://www.xsgameshow.co.uk> for more info. The event is taking place at the end of July.



# Winner Stays On

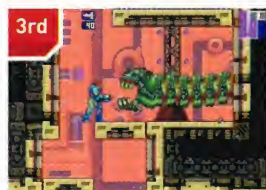
These are the GameCube and Game Boy Advance games rocking our Nintendo boat this month...



**1st**  
**Mortal Kombat: Deadly Alliance**  
It may be the bad weather, but we've enjoying kicking each other's ass this month.



**2nd**  
**Star Wars Bounty Hunter**  
Rich may have reviewed it, but resident *Star Wars* fanboy Kingsley can't get enough either.



**3rd**  
**Metroid Fusion**  
Mike has insisted everyone play this for at least an hour a day. He's very insistent about this.

NOM'S TOP TEN GAMES			
#	TITLE	PUBLISHER	LAST MONTH
1	MORTAL KOMBAT: DEADLY ALLIANCE	MIDWAY	NE ▲
2	STAR WARS BOUNTY HUNTER	ACTIVISION	NE ▲
3	METROID FUSION	NINTENDO	5 ▲
4	JAMES BOND IN 007 NIGHTFIRE	EA	4 ◀
5	TIMESPLITTERS 2	EIDOS	3 ▼
6	FIFA 2003	EA	2 ▼
7	GODZILLA: DAMM	INFOGRAMES	NE ▲
8	TONY HAWK'S PRO SKATER 4	ACTIVISION	7 ▼
9	SUPER MARIO SUNSHINE	NINTENDO	6 ▼
10	YOSHI'S ISLAND: SUPER MARIO ADVANCE 3	NINTENDO	10 ◀



**7th**  
**Godzilla: DAMM**  
Zeta can be heard screaming 'Look, it's Godzilla!' whenever these beasts played.



**8th**  
**Tony Hawk's Pro Skater 4**  
There's nothing like hearing Tim and Dom turning the air blue as their skaters bale.



**10th**  
**Yoshi's Island**  
Tim's now at World Four, while Mike is now on World Six. The cheeky little show off...

## READERS IN HIGH PLACES

□ A few issues ago we asked you to send in your birthday greetings for Shigeru Miyamoto, who celebrated his 50th birthday on 16 November.

And you lot certainly didn't disappoint in your response, which was nothing short of phenomenal! *NOM's* postie currently curses our existence as the messages you sent ran into the hundreds, if not thousands. Good to our word, we delivered it to the big man's office in Japan, and he was good enough to send us a picture showing him with the birthday card we designed along with your heartfelt birthday messages. So a big thank you goes out to the *Nintendo Official Magazine* collective who made sure Mr. Miyamoto knows where his biggest fans are. Top work indeed...



Does he look happy or scared, we can't tell!





## USA CHART [GC]

- 1 Metroid Prime
- 2 Mario Party 4
- 3 Super Mario Sunshine
- 4 Resident Evil Zero
- 5 Harry Potter and The Chamber of Secrets
- 6 Star Fox Adventures
- 7 Animal Crossing
- 8 Super Smash Bros. Melee
- 9 James Bond 007 NightFire
- 10 Sonic Mega Collection

## UK CHART [GBA]

- 1 Harry Potter and The Chamber of Secrets
- 2 Scooby Doo and The Cyber Chase
- 3 The Lord of the Rings: The Two Towers
- 4 Monsters, Inc.
- 5 Yoshi's Island: Super Mario Advance 3
- 6 Spyro 2: Season of Flame
- 7 Columns Crown
- 8 Chu Chu Rocket
- 9 Spyro Season of Ice
- 10 Super Mario Advance 2

## USA CHART [GBA]

- 1 Yu-Gi-Oh! Eternal
- 2 Metroid Fusion
- 3 Harry Potter and The Chamber of Secrets
- 4 Yoshi's Island: Super Mario Advance 3
- 5 Frogger's Adventure
- 6 Yu-Gi-Oh! Dark Duel
- 7 Madden NFL 2003
- 8 SpongeBob SquarePants
- 9 Namco Museum
- 10 Super Mario Advance 2

\* Leisure software chart compiled by ChartTrack, (C) 2002 ELSPA (UK) Ltd

## GAMECUBE SALES CHART

Your pockets are empty because of these beauties...

TITLE	PUBLISHER
1 Star Fox Adventures	Nintendo
2 Mario Sunshine	Nintendo
3 Medal of Honor: Frontline	EA
4 James Bond 007: Agent Under Fire	EA
5 Mario Party 4	Nintendo
6 FIFA 2003	EA
7 Harry Potter and The Chamber of Secrets	EA
8 Mystic Heroes	THQ
9 Tony Hawk's Pro Skater 4	Activision
10 Spyro Enter The Dragonfly	VUI

## READER CHART

NAME: JOE 'FOOD BEARD' TAPPER  
FROM: BISHOP'S STORTFORD



### READER'S TOP FIVE GAMES

TITLE	REASON
1	By far the best in the series, the Career mode will really thrill you and the fact that you can pull off tricks even crazy man Bam Margera would never dream of, makes this a must.
2	If you've ever dreamed of smacking your best mate over the head with a steel chair or driving them through a table without spending a night in a cell, then this is for you.
3	You can't have a game with guns and monkeys not on your list. Tons of mini-games to master and plenty of multiplayer mayhem to enjoy. <i>GoldenEye 007</i> fans need this.
4	Football with a difference. Smash the living daylight out of your foes and enjoy some intense action. If Sega keep making games like this, GameCube has to succeed.
5	All the current stars are here in this jam-packed, slam-dunking and alley-ooping classic. Graphics look great, especially Kobe Bryant's mini afro. Now where's that hotdog...

Whatever your selection we want to know, so send in your top five games (giving reasons why you like them) and a picture of yourself to:

My WSO Chart, *Nintendo Official Magazine*, Emap Active, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Each winner will receive a WSO game, so don't forget to add your name, address and phone number.

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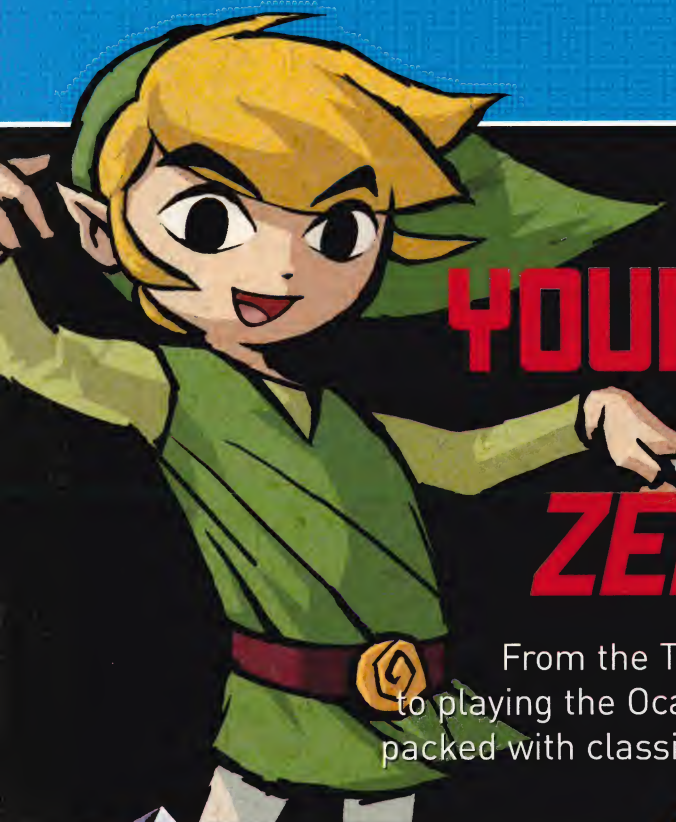
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NOM PRESENTS...

# YOUR 10 GREATEST LEGEND OF ZELDA MOMENTS

From the Tektites who could bizarrely walk through walls to playing the Ocarina for the first time, *Zelda* games have been packed with classic scenes and here are your top-ten of all time.



## THE VERY START OF THE LEGEND 1986 NES



### DID YOU KNOW?

When he designed *The Legend of Zelda*, Shigeru Miyamoto drew on his childhood memories. "When I travelled around the country without a map, trying to find my way, stumbling on amazing things, I realised how it felt going on an adventure like this," he said.

### WHAT YOU SAID

"It blew my seven-year-old mind after I loaded my gold cart, switched on my NES and saw a huge map. Adventure, story and a damsel in distress, oh yes!" James Miller, Luton



## STEPPING OUT ONTO HYRULE FIELD 1998 N64



### DID YOU KNOW?

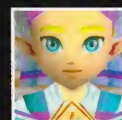
*Ocarina of Time* once held a position in *The Guinness Book of Records* for over a year as the video game with the most pre-orders. In total, there were over 350,000 of them!

### WHAT YOU SAID

"Hyrule Field is vast and you really get a sense of scale. When the music rolls and you see the sun set over Hyrule Castle for the first time it's just magical." David Heath, Gloucester



## FINALLY MEETING ZELDA IN FULL 3D 1998 N64



### DID YOU KNOW?

Zelda is the keeper of the Triforce and is the Princess of Hyrule. Her nurse, Impa, created a lullaby for Zelda to play to her when she was young.

### WHAT YOU SAID

"We'd heard so much about Princess Zelda in previous games, but seeing her in 3D is a gaming moment I will savour for years." Matthew Marks, Leeds



## THE START OF OCARINA OF TIME 1998 N64



### DID YOU KNOW?

The man behind the voice of adult Link was Nobuyuki Hiyama, who also provided his speech in *Super Smash Bros*. The young Link's voice was provided by a very talented lady called Fujiko Takimoto.

### WHAT YOU SAID

"My heart skipped a beat as I unlocked a world of beautiful, breathtaking graphics on a scale that even now is unmatched. *Ocarina of Time* is the best *Zelda* game ever." Alex Pankhurst, Sidcup



## TRANSFORMING INTO ADULT LINK 1998 N64



### DID YOU KNOW?

During its first month on sale, *The Legend of Zelda: Ocarina of Time* made a staggering £95 million. That works out at over 2.5 million copies of the game.

### WHAT YOU SAID

"Watching Link seize the Master Sword is one thing, but the cutscene is amazing — you get to gaze at the adult Link. Magical!" Elizabeth Murray, Bridgwater





## FREEING EPONA FROM INGO 1998 N64



### DID YOU KNOW?

Epona is the fastest horse in Hyrule and the cruel Ingo had originally planned to give her to Ganondorf. Fortunately, Link has the chance to save Epona by winning a race at Lon Lon Ranch in *Ocarina of Time*.

### WHAT YOU SAID

"I was stuck for ages and couldn't wait to see Epona the horse. Just riding her for the first time was awesome and it was amazing to just jump over the fence and escape from Ingo. Definitely my top moment." Paul McDonald, Rumney



## GANONDORF BECOMING GANON 1998 N64



### DID YOU KNOW?

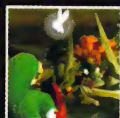
Link could only play a maximum of 19 different notes on the Ocarina in the N64's *Ocarina of Time*. This remained the same in *The Legend of Zelda: Majora's Mask*.

### WHAT YOU SAID

"This is by far my favourite Zelda moment. When you see Ganondorf turning into Ganon for the first time it's a massive surprise. A top moment in one of Nintendo's greatest ever games." Christopher Askew, Newcastle-under-Lyme



## DEFEATING THE EVIL GANON 1998 N64



### DID YOU KNOW?

Once a man known as Ganondorf, Ganon resides in the Dark World where he plots to complete his only aim — snatch the Triforce and bring terror to the land of Hyrule.

### WHAT YOU SAID

"Ganon looks brilliant and the anticipation as Link is about to perform the final blow is intense. Just seeing the ending brings a tear to my eyes." Joe Tubbs, Thetford



## STOPPING THE SKULL KID 2000 N64

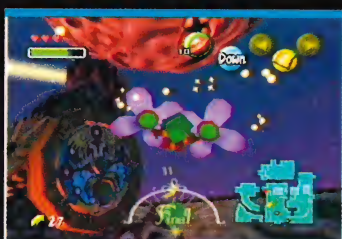


### DID YOU KNOW?

After tumbling into the parallel world of Termina, Link had to stop the Skull Kid who was using the Mask's evil powers to smash the moon into Clock Town.

### WHAT YOU SAID

"I love the moment when you get the Ocarina from the Skull Kid at midnight. The battle looks great and playing the Ocarina for the first time was cool." Adam Hopkins, Pudsey



## WEARING THE FIERCE DEITY MASK 2000 N64



### DID YOU KNOW?

A limited-edition US version of *Majora's Mask* came on a gold cart with a hologram of Link performing a Spin Attack. This wasn't available in the UK, but the cart was still gold.

### WHAT YOU SAID

"After losing to Majora's Mask the first few times, it felt so good smashing him with minimum effort thanks to the awesome power of Link's sword." Alex Hedge, Swindon



## Now it's your turn

It may only be the start of 2003, but we're fast approaching GameCube's first birthday and we need your help. Send us your favourite GameCube moment of the last few months and one lucky reader

will win a year's subscription to *NOM* and a GameCube title of their choice. To enter, just tell us your favourite moment and scribble 25 words on why you like it so much. Add your name, age, address

and home phone number then send it to: 'My Favourite GameCube Moment... So Far', Nintendo Official Magazine, EMAP Active, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.





NINTENDO  
GAMECUBE

LOG ON

<http://www.zelda.com>

IN BRIEF

The most talked about Nintendo game ever finally gets a release in Japan. Link's enjoying a quiet day at the beach when a huge bird swoops down and kidnaps his sister. It's only right that the plucky little lad goes off in search of his sibling. But what else will he find along the way?

DETAILS

Release  
Summer

Developer  
Nintendo

Publisher  
Nintendo

Game Genre  
Action RPG



■ Link has a huge number of attacks at his disposal. And with lighting effects like this you'll want to attack all the time



■ You too can have a GBA like Link's. Just attach a strange fairy head to the front and stick a yellow Ping-Pong ball aerial on top

# THE LEGEND OF ZELDA: THE WIND WAKER

It's amazing. After years of waiting and hoping, Link finally returns in what could be his best adventure yet.



■ Love him or hate him, the weird fairy Tingle makes an appearance in *The Wind Waker* to give you a customised GBA

The moment of truth has finally arrived. After years of anticipation, the next instalment of *The Legend of Zelda* is nearly upon us. But questions must be answered: Is it as good as past games? Do the graphics work? Is it fun? Is it *Zelda*?

Armed with a sense of adventure, we were given a day to play through as much of a just-finished Japanese version as we possibly could. And we're greatly relieved to report that *The Legend of Zelda: The Wind Waker* lives up to the hype and then some. Within the first few hours of play there are more 'wow' moments than most games achieve by their fourth sequel. Everything works so well, from the camera to the controls to the characterisation that you'll need to start saving your money right away — you must own this game. In the meantime allow *NOM* to take you on a guided tour of a guaranteed future classic.



❖ ZELDA: A LINK TO THE PAST	P.38	❖ POKÉMON	P.50
❖ RTX: RED ROCK	P.42	❖ KIRBY	P.52
❖ MACE GRIFFIN	P.46	❖ SUPER MONKEY BALL JR.	P.54
❖ SUMMONER	P.48	❖ HAMTARO	P.56

## ABSOLUTELY BREATHTAKING

Looking at screenshots is one thing, but when you actually see the game running it's impossible not to be impressed by the sheer beauty dripping from every polygon.

Although the graphics have a very cartoon feel, don't be fooled into thinking that they are bland or lack detail. Every leaf on every

tree is brimming with life: as you stand on the beach at the start of the game, you can see small white trails of wind whistling across the bay; the pig guards in the second level carry lanterns, each one having two small moths flapping at the light.

This beguiling attention to detail extends to the whole game. It's especially evident in the people that Link meets and speaks to. Their faces are filled with unparalleled

emotion and it's clear when they are happy or upset. What's more, every person you meet is unique — totally individual. We played the game for close on seven hours and didn't meet a single person who looked the same, or even similar.

So leave your preconceptions at the door. *The Wind Waker* looks utterly fantastic and totally original. You will not be disappointed by the graphics. End of story.



■ Light is used very effectively throughout the game. Look at the dramatic shadows on the face



■ A little less conversation... It looks like Elvis is alive and well, and he's right here in Hyrule



■ You can literally see for miles and the view is stunning. Look at the trails of wind flying across the bay

## WHAT YOU NEED TO KNOW

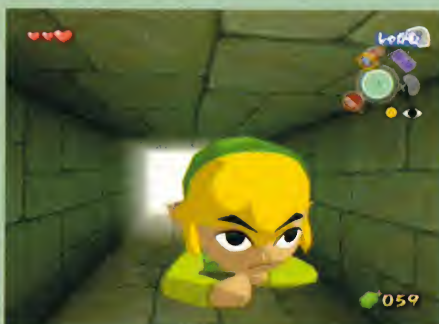
**Q: We've waited and waited for this game and now you've got your hands on it, what's it really like?**

A: In a word, stunning. We expected a great game, but *The Wind Waker* really is something else. We played it for a whole day and thoroughly enjoyed it, but it still felt like we'd only scratched the surface. Sure the graphics are unique and breathtaking at first, but it's the gameplay that will win you over, because it's totally captivating.

**Q: Is it as good as *Ocarina of Time*?**

A: Yes, because it gives you the same feelings as when you played that first N64 title. That total sense of amazement you got the first time you loaded up *OoT*

returns with *The Wind Waker*. Whether it's through the characters, the story line or the gameplay, it feels like you are part of something that is totally unique and exciting.



■ The steely face of determination. Go on my son

**Q: How much play time do you think we'll get out of it?**

A: We'd only be estimating, but it feels like it's an absolutely huge game, certainly as



■ Splish splash... Link enjoys a quick dip in the sea



## THE FIRST HOUR



The opening sequence takes place in Link's village and it serves as a training area, as well as setting the scene for the rest of the adventure. We spent the first hour exploring the village and getting used to the controls, and generally being taken aback by the sheer beauty on show.

We first find Link asleep on top of a watchtower and it's quite a shock to see him out of his classic green outfit — he's wearing a blue tunic and brown trousers. Link's sister, Caril, is running around trying to find him.

On our way home, we learn to sidestep and target using the **R** button. We catch a few pigs using this system and take them to a fat woman who pays 20 Rupees a time. Then it's off to Link's house. Inside the tiny cottage, the fire is blazing and something is bubbling in a big pot over the flames. Pictures of Link and Caril sit on top of a chest of drawers.

Link's grandma, Baachan, is upstairs and she hands over the young adventurer's traditional outfit. Now we can learn to fight. Back outside, Link goes to the top of the watchtower where Caril is staring at something. Link sees a huge black bird swooping through the sky with something in its claws; a girl. A pirate ship is in hot pursuit, firing cannonballs at the feathered fiend. One hits the bird and it drops her into a tree.



After failing his interview to become a chartered accountant, Link resorted to pig rustling

## FIGHT SCHOOL

The fight teacher, Akasyach, is absolutely superb. He invites you into his home to learn the basics of combat, but he's a hard man to please.

Akasyach shows you a move and then asks you to copy it several times. Every time you make a mistake he beats you to the floor with a staff and then screams at the top of his lungs. Pretty soon you will have learned every element of swordplay that you'll ever need, from basic thrusts to the devastating Whirling Blade attack.



Get any of the moves wrong and Akasyach will open up a can of whup-ass

## WHAT YOU NEED TO KNOW

big as previous *Zelda* adventures. If you've been worrying that Nintendo had stopped making long adventures then you're in for a pleasant surprise.

**Q: I think that the graphics look like something from a kid's colouring book.**

A: Then you're a very superficial gamer with no sense of imagination! Trust us, after a while you'll forget all about the graphics because you'll be so wrapped up in the game. The graphics are nothing if not eye-catching, but there's so much more to this game than looks. So you'd be a fool to miss out just because it doesn't look like real life. Anyway, we've always been of the opinion that real life was overrated — things look like much more fun in Hyrule.

**Q: Any familiar faces?**

A: Whilst hunting around one of the towns we stumbled across a small door that led us into a prison. Languishing behind the

bars was a very sad-looking Tingle. After smashing a few jars and finding a switch, we managed to free the pesky fairy and he was good enough to give us a GBA



Link can easily turn his hand to sailing



Where the hell does Tingle hide that confetti?





## THE SECOND HOUR



Link is compelled to rescue the girl and we race to the top of the mountain, cross a rickety rope bridge and crawl through a tunnel carved in the rock. We emerge in a tranquil wooded glade, filled with small green bushes and large trees. The pirate girl is hanging from a tree and we try to get her, but the way is blocked by enemies; some strange goblin-like creatures.

The first taste of combat is very satisfying. The targeting system works just as well as in *Ocarina of Time* and the variety in Link's attacks makes for some hefty combos. Multiple enemies can attack at once, so it's

■ Your first encounter with a proper enemy is all too brief, but immensely satisfying



■ The rope bridge swings and sways precariously as you walk across it, but that pirate girl needs rescuing

important that you keep your wits about you.

Once the enemies are defeated, Link can rescue the girl from the tree. Returning to the rope bridge the girl's father appears to check that she is okay. Caril also comes to see her brave brother, but as she gets halfway across the bridge, the giant bird returns and grabs her in its huge talons.

The grateful pirates offer Link passage on their ship to go and rescue Caril. After saying goodbye to your Grandma and collecting your shield it's time to board the vessel.

## SWING TIME

Another important skill that Link needs to learn is how to swing around using ropes that hang from the ceiling. He picks up the skills below deck on the boat of one of the sailors.

We thought we'd need ultra-accurate jumps to succeed, but thankfully you're not harshly penalised for being a little bit off. Miss the rope by a mile and you'll fall to the floor, but get somewhere near and you'll be swinging around like a Hyrulian Tarzan.



■ Swinging from rope to rope is an essential adventuring skill. Make sure you learn it

with a unique aerial that allows us to connect a GBA to the GameCube for enhanced features.

**Q: Speaking of the connection, what will that let us do?**

A: Help you in your quest, of course. Contrary to previous reports, *The Wind Waker* will not link to the GBA's *Four Swords*. Instead, you can link your GBA to your GameCube with no game pak and use it to find secret areas.

**Q: We know how glitchy the camera can get in *Super Mario Sunshine*, does *Zelda* suffer from the same problems?**

A: There are small problems with the camera, but if you can find one third-

person adventure that doesn't have these sorts of issues then you're a lucky gamer. But for the most part, we found very few problems at all. You can use the C-Stick to

move the camera around manually. It can help the gameplay, but it's also a good way of having a look at the jaw-dropping scenery.



■ They may not look it, but the birds are friendly



■ Aim carefully and get rid of them quickly



## THE THIRD HOUR



■ Caril has been trapped by a huge bird called Zeeklock



■ See to the guards and then turn off the searchlights to progress

The pirates moor the boat off the shores of a foreboding fortress and Link goes up to the crow's nest to see what's up. Low and behold, Caril is inside the fort. Link can't decide how they're going to get past the guards, but the recently rescued pirate-girl, Tetra, has a cunning plan...

Worryingly we're inside a barrel on a catapult and the captain is counting down from three. The camera zooms in on Link's increasingly anxious face after each number is called, until the cord is cut and we rocket through the air, landing with a large splash in the water.

The first thing to do is avoid the searchlights. This isn't too hard as Link responds instantly to the slightest touch on the 3D Stick. Link has to get to the top of the tower to rescue Caril.

As you wander through the castle you'll encounter various security devices, be they guards, searchlights or

tiny ledges that Link has to shimmy across. One wrong move and you'll be taken prisoner.

At the top of the tower, we find Caril trapped, but before we have a chance to rescue her, the massive black bird returns and snaps Link up in its beak. A cloaked figure with a shock of red hair (no it's not Anne Robinson!) gives the bird an order and with a flick of its neck, it sends us sailing through the air.



■ Zeeklock's master is a mysterious man with red hair. Any guesses?



■ Link isn't too happy about being propelled through the air in a barrel, but Caril needs saving

### BARREL OF LAUGHS

To sneak past the enormous pig guards that patrol the castle, Link must hide himself under a barrel.

The atmosphere is really tense here as one false move and the guards will bang you up in the castle's dungeon. The only way to make it past the patrols is to use the C-Stick to move the camera around and see exactly where the guards are at all times. And even when you've made it to the top, there's still more work to do.



■ Sneaking past the guards is a tense affair. Make sure to keep out of their searchlights



■ Even James Bond couldn't sneak in here





## THE FOURTH HOUR

Link comes around to find himself in a small boat moored in a bay. Suddenly the dragon-shaped head of the boat turns round and starts talking, much to Link's amazement. To use the boat you'll need a sail and you should be able to get one in the nearby town.

A quick walk up a hill and we're in the town. It's absolutely buzzing with life as people mill about all over the place. But we need that sail so there's no time to dilly-dally. After talking to a few people and getting followed by a gang of school kids we finally find a small man who looks like an Eskimo. For 80 Rupees he'll sell us a sail, luckily we have the cash, so off we go back to the boat.

We hoist up the sail and away we go across the ocean. A quick glance at the map



■ The Postman's island seems calm and peaceful, but a closer look reveals something more sinister



■ Before too long you'll be riding the ocean waves like the king of the sea



■ The sight of a giant talking boat certainly comes as a surprise to Link. Not us though...

tells us we need to head northeast to another island. The sea is littered with Rupees and there's a real sense of speed as the wind whistles through Link's hair and water breaks over the boat's prow.

Before long we arrive at the next island. As we get off the boat, the dragon hands

over a baton, the Wand of the Wind, and gives us a lesson in how to use it.

The island is inhabited by strange bird-men who appear to act as the local postal service. After having a bit of a hunt around their mountain town we find a Stone Tablet that teaches us our first Wand command. Another Tablet lies broken next to it so off we go to find the missing Stone.



■ This little chap will sell you a sail, but the cheeky git charges 80 Rupees

## WAND OF THE WIND

By matching a series of notes, you'll be able to unleash the Wand's power. The patterns come in three, four and six-note sequences depending on the power required. A bar appears at the top of the screen and to use the wand you have to move the C-Stick in the correct direction. We weren't too sure what we were doing at first, but soon we realised that the wand allows you to change the direction of the wind. Absolutely amazing.



■ We weren't sure what to do at first, but then we discovered the power of the Wand





## THE FIFTH HOUR



■ Congratulations, you've collected some water. Now find some plants to use it on

We soon befriend a bird-girl who's willing to help us get into the first dungeon. A bridge has collapsed and she needs help getting across to the other side. By altering the direction of the wind and then picking the girl up and throwing her, she can make it across the gap. But now we need to get over as well.

The girl hands us a small bottle that can be used to hold water for pouring onto Bomb Plants so that they provide us with Bombs. Throwing the Bombs onto a large rock unleashes a huge jet of water that fills the gap between the broken bridge and allows us to cross. And into the first dungeon we go.

This section feels just like a typical *Zelda* moment and features many of the traditional puzzles like block-pushing and torch-lighting. One of the new features is the ability to pick up an opponent's weapon. You have to do this so you can get the extra power needed to smash through the bigger doors.

The middle of the cave is simply amazing. Plumes of lava spring up from the pools below, lighting the whole cavern with an



Make sure you pack some sweatbands for the dungeon



■ Typical *Zelda* puzzles make an appearance. Set fire to the stick and light the torch

iridescent orange glow. The heat haze and fog effects are so realistic that you'll be sweating in your seat. We're near the first boss, we can sense it. But our time with the game draws to a close and we have to leave it there, wondering what magic awaits us around the next corner.

## COOL IT

It's not good for Link's health to try and run across the pools of hot lava that fill the inside of the mountain. But luckily help is at hand. Next to most of the pools lie urns filled with water. Throw them into the lava pools and it cools down the magma, creating a large stone platform.

And if you need to get to higher places then look for jets of the hot stuff that rise from the pools. Throw a water urn on these and you've got yourself a makeshift elevator that you can ride to the upper areas.



Change the direction of the wind and throw the girl to safety



■ Ingenious use of water gives you a handy lift to hidden areas of the game





## COMPARE AND CONTRAST

Lucky Japanese gamers got a triple whammy of Link when they pre-ordered *The Wind Waker*. As a reward for buying the game early, they got their sweaty palms on a bonus GameCube disc that contained two *Legend of Zelda* adventures.

The first version is a standard conversion of the original N64 title. It's identical in every way except that the extra power of the GameCube means a slightly higher quality in the graphics.



■ This'll take *Ocarina of Time* gamers back. Ah, these really were the days...

The second instalment is a version of *Ura Zelda*, a semi-sequel to *Ocarina* that was being developed for the now-defunct 64DD. Entitled *Ocarina of Time Master Quest*, very little is known about this version, but it is believed that it has slightly different item locations and therefore acts like a whole new adventure, even to *Ocarina of Time* veterans.

The encouraging news from the US is that American gamers will also get this pre-order deal, making the possibility of it happening in the UK all the more likely.



■ You can see much further from Link's house



■ Come on, make your choice... *Ocarina* or *Ura*



■ It still looks special even after all these years

## PERFECT TIMING

The Japanese love *Legend of Zelda* games and *The Wind Waker* is the main reason why GameCube has been selling so well over there in the last few months. The game itself had sold over 400,000 copies within a matter of days of its release, and it shows no sign of slowing down. And it seems that the usually fickle gaming



■ This little fella is a major contributor to the upturn in GameCube sales in Japan



■ Whether you like it or not, *The Wind Waker* is seen as the next step in Nintendo gaming

press love *Zelda* too. Respected Japanese video game magazine *Famitsu* awarded *The Wind Waker* a perfect 40/40. Only three other games have ever achieved this most coveted of scores: *Vagrant Story* on PlayStation, *Soul Calibre* on Dreamcast and Link's 3D debut, *Ocarina of Time* on the good old N64.

## "NOM OPINION"

What a game! Even the Japanese text wasn't enough to stop us having a thoroughly enjoyable day playing the game. The graphics are sensational, the worlds are enormous, the characters are utterly engaging and the quest is simply a joy to play. We need to get our hands on an English language version to get an idea of the full story and the way the characters interact, but based on what we played the new *Zelda* could be Link's best adventure yet.





GAME BOY ADVANCE

<http://www.zelda.com/gba>

LOG ON

IN BRIEF

Two games in one! *A Link to the Past* is a GBA conversion of the classic Super NES adventure where you guide Link on his quest to prevent the evil wizard Agahnim from breaking a sacred seal, giving him the power to dominate Hyrule with a reign of darkness. *Four Swords* is the first four-player Zelda game, requiring teamwork to crack puzzles.

DETAILS

Release  
March

Developer  
Nintendo

Publisher  
Nintendo

Game Genre  
Adventure RPG

# THE LEGEND OF ZELDA: A LINK TO THE PAST

We dedicated the previous eight pages to Link's GameCube adventure. Now here's more Zelda love as we go hands-on with *A Link to the Past*.

Ask 100 hardcore Nintendo maniacs what their favourite game of all time is and we'd be willing to bet a large majority of them would name one of the many *Zelda* adventures that Nintendo has created in the past 15 years.

Ever since Link's debut on the NES in the 1980s, the epic adventures of the elf-like hero have captured the loyalty of millions of gamers. The launch of *A Link to the Past* was a day of joy for these gamers, as were the weeks and months afterwards that they spent glued to their TVs playing it to the bitter end.

*A Link to the Past* set the world on fire when it came out in 1992, and now it's about to get the GBA treatment as it's been perfectly converted to the handheld, with no changes, other than a few new and improved sound effects.

And with the addition of the first

multiplayer *Zelda* game, this is going to rock the world all over again.

The colossal story tells of a Golden Power that was sealed away from the reach of mankind. But an evil wizard by the name of Agahnim has appeared and is attempting to break the Sages' seal and get hold of the Golden Power for the benefit of his own evil ends. And guess who's got to do something about it... good ol' Link.



Buy a bottle from this guy in town



Dungeons are full of guards who are well up for a sword fight



Slicing these crafty swines is tough because they jump and dodge your attacks

## WHAT YOU NEED TO KNOW

**Q: There are so many *Zelda* titles out now that I'm getting all confused. Which one is this then?**

**A:** Okay, sit yourself down and take note. This cart has two *Zelda* games on it: the main quest, *A Link to the Past*, and a new four-player game called *Four Swords*. *A Link to the Past* is a pixel-perfect remake of the classic *Zelda* title of the same name that was first released on the Super NES over ten years ago. It was absolutely huge when it hit the shelves and many would claim it to be the best game ever made for the Super NES. And we'd have a tough time disagreeing with that because this is the game where the series really took off.

**Q: So you say there are two *Zelda* games on this cart. What's this *Four Swords*?**

**A:** In addition to the main quest there's *Four Swords*, the first ever multiplayer

*Zelda* game. If you're lucky enough to have three mates who've all got a GBA and a copy of the game, you can link-up together and go through a totally new quest using



Agahnim is the big bad boy in this adventure



You'll return *Zelda* to the Sanctuary for safety





## THE LAND OF HYRULE

Take one look at the map below and we think you'll agree that Hyrule is one vast place. It has everything an adventure needs, from dark forests and tranquil lakes, to towering mountains and desert wastelands.

Not all of the areas will be open for exploration at first, because Link will need the help of many items and powers to get past certain obstacles, and it'll take hours of play before you can reach everywhere.

But as your adventure progresses, you'll eventually pick up everything you need and soon enough you'll be lifting huge rocks out of your path, crossing deep waters and even soaring through the skies to get around.



### THE LOST WOODS

A dark and gloomy area in northwest Hyrule, this is where you'll discover the Master Sword that you'll need to overcome the powers of evil.



### DEATH MOUNTAIN

Something bad is going on up Death Mountain, which is strange because it sounds like such a nice place. It'll be tough, but Link will have to investigate.

**DESERT OF MYSTERY**  
This barren area is where Link will find the second dungeon in the game, by which time he'll be well on his way to getting his mitts on the Master Sword.



**LAKE HYLIA**  
Apart from a Fortune Teller's hut, there's not much for Link to see around here. But once he can swim, there'll be a few surprises.



### LINK'S HOUSE

Your adventure starts here when you suddenly get telepathic messages from Princess Zelda. Without a hint of hesitation, Link's off to the rescue.

teamwork as you each control your own individual Link.

The puzzles and obstacles in *Four Swords* can only be overcome with the co-

operation of other players and are simply not passable by one person, so it absolutely positively can't be played alone.

**Q: Sounds interesting, but back to the main game now. I never played it on the Super NES, so how does it compare to more recent *Zelda* games such as *Ocarina of Time*? Won't it seem a little dated?**

**A:** Not at all, my sceptical friend. You can always trust a *Zelda* title to have a deep and well thought out story line of epic proportions, and *A Link to the Past* is no exception. And even if you've played the Super NES game before, you'll probably have forgotten the story and will want to experience it all over again.

As for the visuals, just take a look at the shots in this Preplay and you'll see that they're some of the most colourful 2D graphics ever seen on GBA.



Link can sneak past enemies if they're not looking



This is a shop, but you probably guessed that, eh?



## KAKARIKO VILLAGE

Kakariko Village is one of our favourite areas in Hyrule. In *A Link to the Past*, the village is situated just south of The Lost Woods and is where most of the Hyrulians live and work. But this isn't the only *Zelda* game that this peaceful village has appeared in because *Ocarina of Time* on the N64 featured a full 3D version of Kakariko Village. The atmosphere of the place in both games is so relaxed and the background melody just overwhelmingly tranquil. It's only after meeting the residents of Kakariko Village that you begin to really care for Hyrule and want to save it from the dangers at hand.



☐ You'll always find people in Kakariko Village getting on with their everyday duties



☐ You can visit many homes and everyone seems to know and love Link. Maybe it's the hat

## FOUR-WAY FROLICS

As well as *A Link to the Past*, a second game called *Four Swords* is included on the tiny GBA cart. This separate quest allows you and up to three fellow *Zelda* fanatics to work together in a totally new adventure. This is sure to test your skills of teamwork and co-operation, as well as your puzzle-solving abilities.



☐ Teamwork is essential in *Four Swords*...

What you must understand is that *Four Swords* cannot be played alone. All of the puzzles require the help of at least one team-mate. There are obstacles such as large boulders that need the strength of multiple Links to push and enemies that need to be pulled at opposite ends to defeat them.



☐ ... as you'll need to solve the puzzles together

## GO, GO GADGET LINK

Link always starts his quests pretty much empty-handed and this limits his freedom within the task-filled world in which he exists. But by the end of the game, Link has got to be one of the most well-equipped heroes of all time.

If you have played either of Link's N64 adventures, you will recognise most of the items which were taken from the Super NES original. You'll have Glass Bottles, Bombs and even Link's trusty Boomerang. Some of his gadgets disappeared following the Super NES days but have now made a welcome return, including the Ice Rod, Zora's Flippers and the Pegasus Boots.



☐ That's Link's uncle. Talk to him and he'll give you your first sword — the most important of Link's toys

## WHAT YOU NEED TO KNOW

**Q:** But this game is on a little Game Boy Advance cartridge, so it must be a tiny game in comparison to *Ocarina of Time*, which could take over 40 hours to finish. I reckon I could finish this in a weekend.

**A:** Yeah, if you played non-stop, skipping sleep and food breaks then perhaps you might finish it before work or school on Monday — but we doubt it. Not only does *A Link to the Past* have a truly gigantic world map, it also has some of the toughest dungeons in any *Zelda* game, each containing uniformly difficult bosses. And you'll find loads of people to meet, a wealth of items to pick up and even some cool gambling mini-games. Then after all that, you've got *Four Swords* to get through.

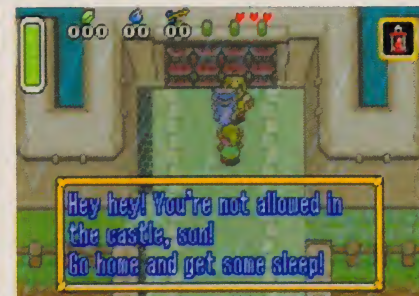
**Q:** And what sort of stuff can Link find?

**A:** There are old favourites like the Hook Shot and Boomerang, which appeared in the N64 titles and other items from the Super

NES days, such as the Ice Rod and the Lamp have made a welcome return to the collection. And just like always, you'll need to find every last one of them.



☐ If you're stuck, visit the fortune teller for help



☐ Some people can be really helpful, some can't



## THE FIRST FOUR HOURS



❑ This old baggage won't be too pleased to see you smashing her pottery. Oh well...

You are treated to a swift intro, which tells of a legend involving a Golden Power that was locked away from good and evil forces alike, by a team of seven mystical Sages. It's then that you're introduced to Agahnim, the evil wizard who wants to break the seal and perform dastardly deeds.

The first you see of Link is him sleeping in his bed on a stormy night, with the sound of heavy rain beating on the roof. Link receives a cry for help from Zelda and after his uncle jumps up and leaves the house, we go out to investigate.

After a short period of wandering around lost in the stormy weather, we find a secret path into Hyrule Castle and discover Link's uncle. We then get a sword and set off again, soon finding the Princess and smuggling her out of the Castle through the sewer system, where it was so dark that we had to use our handy Lamp. We're then told to search for the Kakariko Village's elder, Sahasrahla, who'll give Link some helpful advice.



❑ You'll need to search high and low for the many secrets in the land of Hyrule

Your second hour should see you in the first murky dungeon, the East Palace, but only after having explored Kakariko Village and finding Sahasrahla. The old man will send you on a quest for three Pendants in order to prove your courage as a hero.

Being the *Zelda* veterans that we are here at *NOM*, we cracked the East Palace with no problems and within our third hour we had hacked and slashed our way through the second dungeon, the mysterious Desert Palace.



❑ This guy's brother has gone missing. If you find him, he'll make your sword even better

Four hours into the game and we were well on our way to snagging the Master Sword, being only minutes away from grabbing the third Pendant for Sahasrahla. Agahnim had better watch his back, because *NOM* are on a rampage!



❑ Sahasrahla is Kakariko Village's wisest elder. If this old timer doesn't know it, it ain't worth knowing

## "NOM OPINION"

For *Zelda* fans, we doubt a final comment is needed. *A Link to the Past* was one of the biggest games on the Super NES and now it's on GBA – with the bonus of *Four Swords* included. We can't wait to snag a full UK copy!





# RTX RED ROCK



It's not a case of whether there's life on Mars, but whether you can kill it before it gets you. Step into the boots of E. Z. Wheeler and find out...

<http://www.lucasarts.com>

LOG ON

IN BRIEF

From the people who brought us an avalanche of classic and not-so-classic *Star Wars* games comes an all-new story that takes place on Mars, 100 years in the future. You control E. Z. Wheeler, a Radical Tactics Expert and the last line of defence against a race of power-mad aliens with plans to take over the Earth's feebly defended colony.

DETAILS

Release  
Early 2003

Developer  
LucasArts

Publisher  
LucasArts

Game Genre  
Action  
adventure

LucasArts' *RTX Red Rock* is one of those games that we weren't quite sure about when we first saw it. It seemed as if it was a fairly standard action adventure set in the future on a Mars colony. Promising, but nothing to shout about.

But then we were invited to play a much more recent build of the game and suddenly we're a whole lot more impressed, especially at the visuals, which seem to have come on leaps and bounds since it was announced in May. The chance to go hands-on gave us the opportunity to see how the main character handled and again we were forced to eat our earlier words of faint praise. His abilities were pleasantly surprising, especially his Samus Aran-style eye-scanner, which adds a special something to the game's exploration aspects.

So settle back and let us tell you why this might be one of the sleeper hits of 2003.



Wheeler casually zaps another bad guy. It's all in a day's work



The reflective space visor is very NASA



'Left a bit, left a bit... nah, you're still nowhere near me

## ROBOT POWER

The reason Wheeler can work as a lone operative is his uncanny knack for finding and using things around him to further his mission. He's more resourceful than the SAS and Scouts combined, and his ingenuity stretches to using the base's robot population to undertake hazardous tasks.

By using a special computer called IRIS (Independent Removable Information System), Wheeler can remotely control the robots. And because the LEDs, the game's aliens, don't pay much attention to them, Wheeler can use the robots to scope-out an area or sneak around to trigger a switch.



This android looks like she's straight out of *Metropolis* or *A.I...*



... while this little fella is pure *Star Wars*. Gonk! Gonk!

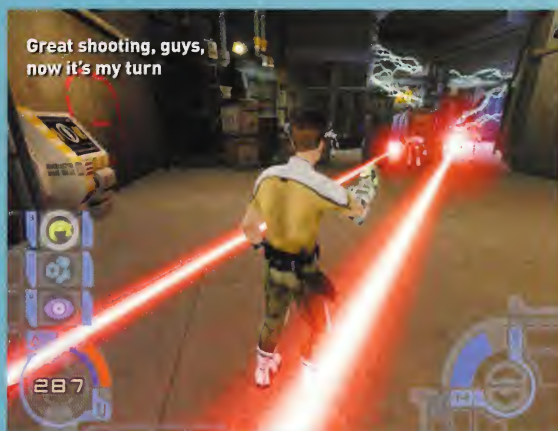


It's no Big Track, but it gets the job done





## GETTING YOUR SHOTS IN



Third-person adventures are amongst the trickiest games to get right, usually because of the difficulty in getting the camera angle and the combat system correct. While it was safe to say that the camera placing is still in need of minor tweaking, the combat system is up and running, and working well. This is mainly due to the sensible decision to use an auto lock-on system that allows Wheeler to target an enemy, thereby opening up a world of show-off strafing manoeuvres, all without ever losing sight of his selected foe.



E. Z. Wheeler dispatches another bad guy, presumably for having a dig at his silly name or bizarre dress sense, or maybe to stop it destroying the Earth.

## MISSION TO MARS

If you've seen the film *Mission to Mars* you'll have a strong idea of what the red planet looks like at ground level.

Admirably, *RTX Red Rock* captures that freezing, dusty atmosphere perfectly with plunging canyons and desolate plains strewn with odd-shaped rocks in every conceivable shade of orange and red. And the scientific colony in *RTX* isn't too far removed from the film's vision either, featuring a design that doesn't look too far from what you'd expect 100 years in the future. There are modular domes and walkways alongside arrays of satellite dishes littering the skyline.



The martian landscape looks suitably desolate



Quit standing around and get exploring — that's what we'd do if we were on Mars



Wheeler has a cool jet pack — handy for the shops

## WHAT YOU NEED TO KNOW

**Q:** So, tell me about the character in the tight beige top?

**A:** That slightly ineffectual looking chap is the hero of this sci-fi thriller. His name is E. Z. Wheeler and he's a Radical Tactics Expert. This is a fancy term for a one-man army and a bit of a loose cannon. Wheeler has a bionic arm and eye, plus a pleasing disregard for authority, all of which play an integral role in the game.



**Q:** Tell me more about the eye?

**A:** The eye has four different filters, allowing E. Z. to scan for a variety of things, like heat signatures. Other modes display a map and locate electrical equipment that he can use. There's also the Bio Scan that detects living organisms, allowing Wheeler to discover the Old Souls, which provide the back story to the alien invasion.



**Q:** So they're not just tooled-up aliens on the lookout for a colossal intergalactic ruck?

**A:** No, their violence is for a purpose. The aliens are called Light Emitting Demons (LEDs). These strange creatures are exceptionally sensitive to light, loving bright vibrant colours. The aliens are on Mars to find the Guardian Stones, which are essentially the building blocks of the universe and consequently rather powerful. The Old Souls know where they are, as do the LEDs, so the game is a race to see who can get to them first. Things are complicated by the fact that Wheeler also has to save the stranded colonists and help guide in the second wave of elite space marines.



## THE FIRST TWO HOURS



Wheeler clearly has some experience with ladders

The game kicks off with an excellent movie showing the people of Earth celebrating their triumph over the alien invaders. The script for the movie is as sharp as a tack and funny enough to raise a titter or two as Wheeler banters with his boss before agreeing to head to Mars and kill off all the aliens that have landed there.

The first mission takes place on an outpost on the larger of Mars' two moons, Phobos. The first task is to download a message

informing Wheeler that the colonists are safe and in need of a security card so they can unlock their stash of weapons. But before Wheeler can do this he has to work out how to get down to the planet's surface. Eventually we work out how to launch a pod down to Mars and before long we're trussed up in a space suit, walking on the planet's surface.

The visuals are excellent and the lower gravity on Mars makes for some awesome long-distance jumping as we head towards the first outpost, which is predictably crawling with alien scum. This is our first chance to try out the target lock-on and Wheeler's laser, and it's a job well done. Moving inside the outpost we watch the very cool procedure that strips Wheeler of his space suit and then set off to repressurise the damaged areas of the base. This means using Wheeler's IRIS to hack into the control system and work out the reasonably taxing puzzle, the first of many...



■ The corridors of the martian colony will soon be crawling with alien scum bent on ventilating your pretty biege jumper — with you in it



■ Stylistically *RTX Red Rock* is somewhere between NASA realism and a *Dan Dare* comic. It's a blend that we find particularly attractive



He may not look it in that get-up, but E. Z. Wheeler is one tough hombre

## WHAT YOU NEED TO KNOW

**Q: What can the bionic arm do?**

**A:** Pretty much everything bar opening tin cans. It has a Taser for stunning enemies and a laser for frying them. It also has a built-in grappling hook as well as a grenade launcher. One of the coolest tools is the Plasma Cutter, which acts as a high-tech welding torch for breaking through locked doors. Offensive weapons can use the game's auto-targeting system that's similar to the one used in *Zelda* games, so you'll be able to strafe around enemies without ever losing sight of them.



**Q: Can you sum the game up for me?**

**A:** From playing *RTX* we'd say it's about exploring the planet; finding ways of getting from A to B as well as working out how to use what's already there to your advantage. Although the game is set 100 years in the future, it's clear that the makers are going for a believable vision — there are no Replicators or Flux Capacitors. We think Nintendo gamers can expect plenty of action and a whole load of gadgets to play with. And it's all wrapped up inside a well-paced plot.

## "NOM OPINION"

*RTX Red Rock* is really starting to come together and if it carries on improving — most importantly in its frame-rate and camera positioning — then we think it'll be a title to look forward to this year. The story might not be an Arthur C. Clarke beater, but it does offer an entertaining script and a well thought out plot that science fiction fanatics will want to get to the bottom of.



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NINTENDO  
GAMECUBE

<http://www.vugames.com>

A First Person Shooter crossed with *Rogue Squadron*, it sounds like a strange combination, but it looks like it could work. *Mace Griffin* is a solid and involving game and from what we've seen so far, it looks like another slice of hot gaming action is GameCube bound.

Release  
March

Developer  
Warthog Studios

Publisher  
Vivendi Universal  
Interactive

Game Genre  
First Person  
Shooter/Flying  
Shoot-'Em-Up

# MACE GRIFFIN BOUNTY HUNTER

We're the first Nintendo magazine to go hands on with this brand-new First Person Shooter set in space in the far future. Read on for the full exclusive.

The year is 2667 and advances in warp drive technology have meant that the outer reaches of the solar system and beyond have been colonised.

The far-flung corners of the galaxy are policed by the Rangers, an elite law-enforcement group. Mace Griffin is one such Ranger, but he's in a world of hurt.

Framed by a corrupt gang, Mace is imprisoned for the murder of his fellow Rangers. On his release, he joins the Guild of Bounty Hunters, a gang of mercs who do dirty deeds dirt-cheap. Mace is tired and bitter — this ain't gonna be pretty.



That is one tasty ship, you've got to admit it

## LIGHTEN THE LOAD

Mace Griffin's most unique feature is the seamless transition between piloting the Pall Bearer, Mace's ship, and exploring the extra-terrestrial environments. Once you've successfully guided the craft into the hangar, you're free to roam around your ship with no loading times to interrupt you.

It's undeniably cool, but it can feel a little bit gimmicky. However, we're reliably informed by the developers that one of the levels will feature a stowaway, so it's vital that you can get up and move around while the ship is still in motion.



■ 'Yes, it's a gobstopper, just suck it and see, old pal'



■ 'Put all your um... blue, shiny things in the air!'



■ You know what they say about a chap with big hands... they help him hold stuff better





## THE FIRST HOUR

The first level is called *The Trap*. This tells the background story of how Mace Griffin gets the blame for the murder of his comrades. After a brief opening movie it's game on and your commanding officer asks you to get behind the controls of the *Ranger* ship and land. This is the first chance you'll get to sample the space flight section and it feels very solid, if a little bit short.

The Rangers step off the ship and enter the transporter, and before you know it, bullets are flying from all directions. You've got to get to the bridge and find the source of the distress signal. It's here that you first get your hands on Mace and it feels great. The controls are excellent and very responsive.

The level looks really impressive, graphical detail is extremely high and the lighting effects really bring the world to life. The enemies have different reactions depending on where you shoot them — hit them in the leg and they hop around like clowns.

The second level, *Back in Business*, puts you behind the controls of Mace's ship, the

*Pall Bearer*. The action is very intense with bogies attacking from all directions and laser fire blasting from every angle. The ship's controls are a little too sensitive at the moment, but a bit of practice and patience sorts that out... eventually. The ship has two weapons: twin laser beams and homing missiles. Once the enemies are destroyed it's time to land at another space station...



■ **Alright, they may look like a couple of harmless spacesuits. We say shoot first, ask questions later**



■ **Mace's ship has twin lasers and homing missiles, perfect for getting rid of unwanted asteroids**



■ **The space flight levels look great and are very playable — not a tacked-on gimmick**



■ **In the far future, mad scientists have created Mace Griffin, a genetic hybrid of Martin Keown and Roy Keane. This makes him one double-hard b'stard, but he does tend to get injured and sent off a lot...**

## WHAT YOU NEED TO KNOW

**Q: How does it look?**

A: Superb. The space stations look very solid and the lighting creates an immersive atmosphere. There's loads of variety in the locations as well, with Mace getting on board a luxuriously fitted-out cruise ship and an inter-stellar cattle ranch, complete with massive alien livestock. The detail doesn't diminish close-up either, as the impressive extreme zoom on the Sniper Rifle proves.

**Q: How much shooting do you get to do?**

A: The game is split between First Person Shooting and space flight. About three quarters of the game is played in the FPS style. *Mace Griffin* is not too puzzling, but it's not just a straight-ahead blaster, there's a great mix of shooting, investigating and flying, which should make for a meaty experience.

**Q: What kind of weapons can I get my hands on?**

A: There are some real killer weapons hidden away in the game. Mace's basic tool is much like a cattle prod, but he soon upgrades this to a pistol that can be switched between semi and fully automatic fire. Most of the other weapons, from grenades through to machine guns, have secondary functions.

**Q: What about multiplayer?**

A: No multiplayer, we're afraid to say. This is 13 levels of one-player gaming. However, those 13 levels are absolutely enormous, often split into five or six sections. So, even if you've got no mates you'll be battling away for ages.

## "NOM OPINION"

Another serious shooter to add to GameCube's growing list. Along with *Medal of Honor* and *Die Hard Vendetta*, *Mace Griffin Bounty Hunter* is leading the charge of the adult games. So far, everything looks solid, the controls are precise and the story line is strong. Even the flying sections are exciting, not just some tacked-on gimmick. We'd need more time to get a better idea of the whole game, but from what we've seen, this is one to watch.





NINTENDO  
GAMECUBE

http://www.  
thq.com

LOG ON

IN BRIEF

DETAILS

*Summoner 2* was a big hit on PS2, offering an involving RPG set in a truly colossal world full of magic, myth and skull-cracking action. For GameCube it's called *Summoner: A Goddess Reborn*. It does away with stale turn-based battles and delivers fights with an on-the-fly system, allowing you to equip special moves to hot keys as well as use weapons in a simplified beat-'em-up style.

Release  
21 March

Developer  
Volition/  
Cranky Pants

Publisher  
THQ

Game Genre  
RPG

# SUMMONER: A GODDESS REBORN

Deep, deep RPG action is on the way to boost your Hit Points and cloud your mind with mysterious magic. Summon your strength and dive in...

**D**o you yearn for the long haul of an RPG? Do you want to sink your teeth into something meaty and stimulating?

Why of course you do! And if you're a GameCube owner you're

probably wondering where all the hot RPG action's at. Well, we now know *Zelda* is on the way later in the year and that *Star Fox Adventures* isn't enough of an RPG to count. So that leaves us with *Skies of Arcadia* and

*Summoner: A Goddess Reborn*. Granted it's a PS2 port, but with promises of improved visuals and atmospheric lighting, this might be too good to pass up. So here's a heads up on GameCube's next RPG...

## SUMMONING THE BEAST WITHIN

*Summoner: A Goddess Reborn* is essentially a traditional RPG with real-time battling. What sets it apart from other RPGs is the ability to summon a beast. By doing this, the Queen of Halassar morphs into one of four forms: Blood, Tree, Sand or Eye. Just like your normal character, the summoned



■ Conjunctivitis that bad will make anyone angry...



■ 'Where's that red light coming from and why do I feel so odd?'

beast evolve their levels, so by the end you'll have a monster of quite ridiculous strength and power. The pay-off is a limited amount of time in beast form that gets shorter the more powerful you become. And to make you sweat for each precious boss victory, you won't be able to morph when facing an end of level guardian.

## WHAT YOU NEED TO KNOW

**Q: Do we really need another PS2 cast off?**

**A:** Wouldn't that be like saying you won't watch a film on DVD because it came out on video first? Also, bear in mind that because of spiralling game development costs some companies can only turn a decent profit if a game is released on all formats. And the fact is this game scored well as a PS2 title and with the promise of improved character models and better lighting for the GameCube version it's likely this will be the best *Summoner* game yet.

**Q: Okay, so what's *Summoner's* big idea?**

**A:** The story follows a female character, Queen Maia of Halassar. This Shakira-style monarch is also fated to be the 'goddess reborn' and it's her destiny to fulfil the

prediction laid out in the Book of the Prophets. The only problem is no-one has told her how and the only thing for it is to hit the road and work out what the hell is going

on by finding the missing book. So with three companions she faces up to the awesome responsibility and battles against the forces blackening her fantasy world.



■ The PS2 graphics have improved for GameCube



■ She's certainly one to summon your blood...





## THE FIRST FOUR HOURS

The game doesn't spare newcomers any blushes with a tough band of pirates to overcome in the very first scene. They've boarded Queen Halassar's ship and on the sea-lashed deck you learn the importance of timing your sword attacks with precision. There are one or two items to be found too, with an ice magic attack particularly useful against the captain of the pirates.

After a few botched attempts, which were mainly due to a camera set-up some way from being perfected, we beat the captain and found ourselves on the island of Teomura after discovering that this was the base for Prince Neru's band of pirates.

At this stage Halassar's only companion is Sangaril the green-skinned assassin. After a bit of exploration we found a circle



■ The showdown with the pirates is one of the first battles you'll have to fight

of stones up on a hill. A piercing ray of light is seen emanating from the middle and, by placing Queen Halassar in the centre, we morphed into the Blood Summon and set about destroying everyone in our path.



■ Just as everything seems lost our plucky heroine is saved the pain of a cutlass in the head

Unfortunately the fun was over all too soon for our liking, but we managed to muscle our way to the pirates' hideout, which was to be found by a bridge spanning a ravine.

The fight with the pirates is really tough and go, but by using a combination of healing potions and the very handy block move we were able to make our way into Prince Neru's lair.

Inside we found Dama Sivora who gave us some really useful information. We also found a gem stone that we eventually realise is used to open some gates and board a ship. So far so good, but after playing we get the distinct impression that we've barely scratched the surface of this game.



■ 'It's alright, Sangaril, we'll have that bit of cloth off soon and you can look just as tarty as me!'

**Q:** Sounds heavy. Is there all kinds of HPs, levelling and magical jiggy-pokery?

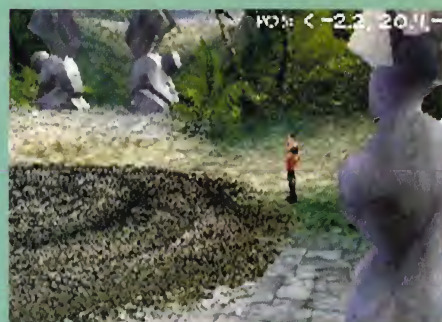
**A:** Oh yes. It's very traditional in that respect with character attributes to tend to and decisions to be made by the party leader. Each of the eight characters you pick your squad from has an individual skill useful for particular tasks and you can flip through them at any stage in a battle. Characters not directly under your control can be assigned special roles such as healing injured party members or joining in the fighting, which can be against groups of more than ten.

Magic also plays a major role, especially the summoning, which transforms Queen Halassar into towering beasts — but only for a short time. There are a ton of spells and magical items to find and use, and like all

good RPGs there are many conversations with strangers to be had. And initial estimates are that players can expect gameplay in the range of 60 to 80 hours.



■ Even in its early state the lighting is excellent



■ That's the most enormous cow pat we've ever seen — perhaps it came out of a dragon...

## "NOM OPINION"

It's difficult to say how absorbing this will be in the long term from just four hours of play, but all the signs point to a real monster of an RPG. But only if they tighten the character control and sort out the wild camera, which at present has a habit of being in the wrong place at the wrong time.





GAME BOY ADVANCE

# POKÉMON RUBY AND SAPPHIRE

More secrets from the monster sequels.

<http://www.pokemon.com>

LOG ON

IN BRIEF

Our adventure in the land of Hoen continues this month as we march towards the second Gym Leader. We've captured over 20 Pokémon now, but we still haven't seen a creature from *Red*, *Blue*, *Yellow*, *Gold*, *Silver* or *Crystal* in the wild. All the new Pokémon have great moves and they seem to learn new attacks quicker than their cousins from earlier versions. This is the most addictive GBA game around.

DETAILS

Release  
Spring 2003

Developer  
Nintendo/  
Game Freak

Publisher  
Nintendo

Game Genre  
Adventure RPG

Aside from eating and catching the odd nap here and there, most of our time over the past four weeks has been spent playing *Pokémon Ruby and Sapphire*.

This month we've managed to get a little further into the games as we cut a path towards the next Gym Leader.

We've also been able to unearth some of the game's more tricky secrets, defeat an army of rival Trainers and catch a selection of new Pokémon for our ever-growing squad.

The hardest thing about *Ruby and Sapphire* is being able to put them down — you'll love them when they arrive in the UK!



There are many Poké boffins around Hoen who'll help you become a Master Trainer

## MONSTER MAYHEM

There are 100 new fuzzy, furry and feathery faces to meet in *Ruby and Sapphire*, and each Pokémon has a range of powers that will come in useful as you march towards the Pokémon League.

Each month we'll be introducing a handful of new

monsters, so here's a peek at the three starters and how they evolve.

As always, please remember that all the Pokémon names in this feature are Japanese and that they'll probably change for the Western release.



### KIMORI

**Poké fact:** We chose Kimori at the start of *Pokémon Ruby* and this vicious fighter is still an essential member of our battle squad.

#### EVOLUTION



**Kimori**  
Type: Grass  
Evolves at: Lv 16



**Juputol**  
Type: Grass  
Evolves at: Lv 36



**Jucairn**  
Type: Grass  
Evolves at: n/a



### MIZUGOROU

**Poké fact:** Mizugorou's water powers are great in the first Gym as the Leader and their junior Trainers all use Geodudes.

#### EVOLUTION



**Mizugorou**  
Type: Water  
Evolves at: Lv 16



**Nukakuroo**  
Type: Water/Ground  
Evolves at: Lv 36



**Raguraji**  
Type: Water/Ground  
Evolves at: n/a



### ACHAMO

**Poké fact:** Fire powers aren't much use in the first Gym, but this Pokémon learns powerful moves that can come in useful elsewhere.

#### EVOLUTION



**Achamo**  
Type: Fire  
Evolves at: Lv 16



**Wakashamo**  
Type: Fire/Fighting  
Evolves at: Lv 36



**Bashaamo**  
Type: Fire/Fighting  
Evolves at: n/a

## WHAT DO YOU WANT TO KNOW?

We'll keep on playing and will bring you another report next month as we head towards the second Gym Leader. If there's anything

specific you want to know about the game, send your questions to the usual *NOM* address and we'll do our best to fill you in.



## THE NEXT THREE HOURS

After you defeat the first Gym Leader, don't expect the action to slow down. As soon as you step outside the Gym you'll spot a member of Team Aqua or Team Magma.

The rogue runs north and a passer-by urges you to give chase. Using the running shoes given to you by your mother, hold down **Y** for an extra burst of speed and follow the goon.

As you explore the next couple of routes, you'll find many strange and new Pokémon lurking in the grass. As you've just defeated a Gym Leader, your Pokémon will be strong enough to wipe the floor with most of the challengers that you'll meet, but be sure to catch any of the beasts that are missing from your Pokédex.

At the end of the route you'll meet a martial artist guarding a house. However, he won't let you enter the building until you explore a nearby cave system and retrieve

his favourite Pokémon that was stolen by one of the Magma/Aqua villains.

As soon as you enter the cave you'll find the villain waiting for you. He's not very strong, though, so use your Pokémon squad to whip his puny butt.

On returning to the city you'll be taken to a mysterious research facility and given your Pokémon Navigator. You'll also be handed two very important packages that must be delivered to the Pokémon League and a famous scientist.

As the cave system is blocked, you must head south again to the beach. Here you can speak to a sailor who'll take you to an island village in his speedboat.

Once on the other side of the channel you'll find yourself standing outside the next Gym, but get in more battle experience before you challenge the Leader for their badge, as they'll be a tough opponent.



01 The first cave system is cloaked in mist, adding extra atmosphere to the challenge ahead



02 When you get inside the city, you're marched into this large building to be given your Navigator



03 With the Navigator in your pocket, head south. There's no point going east as the caves are blocked



04 Speak to the old man inside the hut and he'll offer you a lift to the next island in his speedboat



05 The speedboat takes you to a faraway island village on the other side of the channel



06 Now your next Gym Leader challenge awaits. However, the inside of the building is pitch black...

## WHAT YOU NEED TO KNOW

**Q: Will all 351 Pokémon be available in both Ruby and Sapphire?**

**A:** No. As with earlier *Pokémon* games, each version will be missing a certain number of creatures that can only be obtained by linking-up with other Trainers. We haven't got far enough to determine how many unique creatures each version has, but we're working on it. Rumours on the internet suggest that some creatures won't be available in either version. As *Ruby* and *Sapphire* aren't compatible with earlier games, we reckon you'll get these missing monsters via the *Pokémon-e* cards that will hopefully be released this year, in special roadshows and perhaps through any *Pokémon* GameCube titles that Nintendo has in development.

**Q: You mentioned special contests last issue. Got any more details?**

**A:** As you travel across the world of Hoen, you'll come across five different types of Pokémon contests: cuteness; wisdom; intelligence; strength; and beauty. Winning these competitions depends on how well you've trained your chosen creature and the prize for winning is a ribbon. Each ribbon boosts your Pokémon's abilities in a specific way, helping to give them the upper hand when facing strong foes. Before entering a contest you can check all the stats by using the Pokémon Navigator.



## "NOM OPINION"

*Ruby* and *Sapphire* just keep getting better and better, and catching and training monsters is just as compulsive as it was in any of the previous *Pokémon* games. Tune in next month and see where the adventure takes us...





GAME BOY ADVANCE

<http://www.nintendo.com>

LOG ON

IN BRIEF

This is essentially a remake of *Kirby's Adventure* for the NES, except for a couple of Game Boy Advance-specific extras like a four-player Co-operative mode and link-up mini-games. Either way, it's classic platforming action that starts easy but soon becomes a proper challenge.

DETAILS

Release  
TBC

Developer  
Nintendo

Publisher  
Nintendo

Game Genre  
Platformer

# KIRBY NIGHTMARE IN DREAM LAND

So many choices, so many options. Do you swallow an enemy or vomit them all over the opposition. Life is full of tough decisions like these...

**E**nough jokes about Kirby's physique. He's not fat, he's big-boned and after more than ten years of entertaining us with his incredible vomiting abilities he's entitled to carry some extra pounds. After all, no-one moans about Mario's chubbiness.

Well now Kirby's making his GBA debut, which is actually a remake of his NES classic, *Kirby's Adventure*. With that game first appearing back in the early 90s, it's entirely possible that there's an army of handheld junkies yet to sample the delights of the Kibster...

## WHAT YOU NEED TO KNOW

**Q: All these remakes! What's wrong with making a good old-fashioned original game for a change?**

**A:** Good point, but the fact is there's a huge back catalogue of classic games that youngsters just won't have played. And for those that have it's a bit like putting on the *Footloose* soundtrack and going back to the days when things weren't so complicated. It's similar to re-releasing old records on CD — not everyone wants them, but there are plenty of people who got rid of their NES and now want to relive their gaming education on the GBA. And like all *Kirby* games there's nothing remotely connected to the world we live in, making for a game that's all about escapist fun.



**Q: So what will we get for our money?**

**A:** Around 40 gloriously colourful levels full of typically cutesy Nintendo design, that's what. The areas are generally quite compact and the aim is disarmingly simple: get to the end of the level to access another, eventually leading you to a boss battle and your chance to reclaim a stolen part of the Star Wand.

But it's what happens in these levels that sets *Kirby* games apart from the opposition. It's all to do with his ability to literally suck enemies into his big pink belly and assimilate their characteristics. So, if he swallows a sword-wielding goon, Kirby gets a sword to use. In total, there are 24 abilities to find.

**Q: Are there any cool multiplayer modes?**

**A:** Indeed there are. Any of the three mini-games can be played with up to three other people and those nice people at Nintendo have included this feature as a single cart option. But by far the best idea is the Co-operative mode, which allows up to four players to tackle the game together — mind you, everybody will need a Game Boy Advance and a copy of the game.







## EAT YOUR WAY TO VICTORY

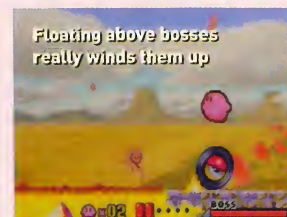
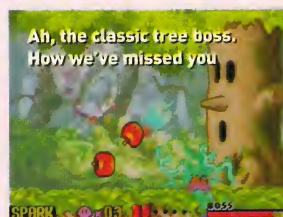
It's hardly surprising that Kirby's such a chunky pink blob, because to beat the game you'll have to chomp your way through an army of enemies.

By pressing **B**, Kirby will inhale with all the force of a squadron of Dyson vacuum cleaners. Once you've trapped an enemy in his tummy you have two choices: either spit it out as a missile, or press **X** on the D-Pad and absorb their characteristics.

There are 24 different types of abilities to use, ranging from swords to arcs of electricity, and porcupine-style spikes and boomerangs in-between. The choice is immense and pretty soon you begin to realise that getting hold of all the hidden goodies depends on using the right ability for the right puzzle, and it's this that sets the game apart from the hordes of cute platformers already out there.



## THE FIRST TWO HOURS



The first thing that strikes you about *Kirby Nightmare in Dream Land* are the beautiful backgrounds to the levels. They look just like they're hand-painted and are so vibrant that you'll really want to get to the next one.

The first area is called Vegetable Valley and it's home to fire and electricity creatures, offering up ample opportunities to fry anything that comes near Kirby — but for our money the fire ability is way cooler because Kirby dons a flaming bandanna.

basically a simple mini-game. There are three in the game. The first challenges you to bat a bomb to your opponent with a frying pan, with mistimed returns resulting in the bomb going off. Another is called Quick Draw and this is a test of your reflexes as the winner is the person who presses **A** the quickest. The last game is Kirby's Air Grind and this is all about grinding along a twisting tube and jumping when you approach bumps.



Kirby himself moves like a dream, with tons of excellent animation and just the right level of agility.

The boss battles generally consist of avoiding a big creature while they go mental before swallowing their offspring and sending them back as missiles. Nothing radical, but pretty satisfying.

Each area has a Bonus stage, which is



☐ God knows what would happen if that hit him

## "NOM OPINION"

In these days of *Eternal Darkness*, *Metroid Prime* and *Resident Evil*, Kirby games may not be as fashionable as they once were, but there's something addictive about eating your way through a game as a giant pink blob. It's easy going and not what we'd call revolutionary, but it's still got that certain something that elevates it to a game worth looking forward to. Well worth waiting for, we reckon.





GAME BOY ADVANCE

<http://www.sega.com>

If Sega didn't make video games, you'd find the whole lot of them holed up in a Japanese mental home. Who else could think: 'I know! Let's seal a monkey in a ball and roll him around and get away with making a game about it?' Well, Sega did. A game that tests your dexterity to the limit. It was called *Super Monkey Ball* and now the insanity returns on Game Boy Advance.

Release  
February

Developer  
Realism/Sega

Publisher  
Infogrames

Game Genre  
Action/puzzle

# SUPER MONKEY BALL JR.



Can you imagine what it looks like at ground level in *Super Monkey Ball* world? All that broken glass and monkey guts. And what about the moving platforms — imagine venturing out for a pound of bananas, it'd take a week to find your way home. Still, the houses there must be really cheap, though.

First things first — it's never okay to seal a monkey inside an air-tight glass ball, but it is a recipe for fun. GameCube owners know this only too well and GBA owners are about to find out with *Super Monkey Ball Jr.* You tilt the stage with the D-Pad and the monkey in the ball rolls — hopefully not off the side and into the abyss, but into the Goal area. Do that and your monkey thrashes about in celebration. Well, we assume it's a celebration. Could just be some kind of elaborate suffocation death jig.

Put the TV and the GameCube down. If you want to have fun with digital monkeys on the bus, it's about to get a whole lot easier. And no, we're not suggesting you buy an actual monkey...



## THE MONKEY BASICS

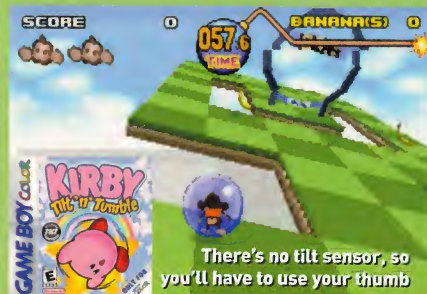
The cheeky monkey in the ball needs to get to the goal at the end of the stage. Why that should be is never made clear, but the game really shouts 'Go!' at you so it must be important. You tilt the stage and, using the power of gravity, the ball rolls — hopefully avoiding all the obstacles and into the waiting goal, but more likely over the edge, at least for the first few goes.



Let's hope that flimsy ball stops you from ending up as a puddle of monkey goo

## TILT AND TUMBLE

Our first thought when we heard about the game was that it'd incorporate a tilt sensor like *Kirby Tilt n' Tumble* on Game Boy Color; you tilted the machine and the stage tilted accordingly. It seems even more ideal than the 3D Stick as a play system, but tilting a GBA away from the light can cause a visual black out.







## THE MINI-GAMES

The GameCube version was all the richer for its bizarre and addictive mini-games.



### MONKEY BOWLING

Ten proud bowling pins, one frightened monkey. It's the kind of confrontation God had in mind when he invented brown fur, wood and, err... white paint. This plays exactly like the one on the small shiny disc. Set the direction, set the power, then try and spin the ball like mad to keep it out of the gutter.



### MONKEY GOLF

This is actually tougher than the GameCube version as the holes aren't fenced in as much. With every shot you run the terrifying risk of the ball flying over the side and wasting a shot. Most of the holes can be finished with a single stroke but that requires mad skills — like we's got, innit.



### MONKEY FIGHT

There's only one thing nastier than sealing a monkey inside a ball and that's sealing four monkeys in four balls and making them fight to the death. The weapon of choice is a big boxing glove on a spring. Power-ups give you bigger gloves and longer springs. Just smash the others off the edge.

And thankfully they've included some of them in the junior version...

## SPOT THE DIFFERENCE?

The portable version has 30 fewer levels and introduces the troublesome pinball-style bumpers much earlier. Those strips that kick the ball up in the air are beyond the comprehension of a GBA, but seasoned Monkey Ballers are going to feel very

familiar with most of these stages.

The game still does the thinking for you as far as the camera placement is concerned, but you could easily argue that this adds to the challenge as much as being a design flaw.

### GAMECUBE



☐ Narrow and twisty. Good job it's on a big screen so you can see where you're going



☐ This is a much fairer comparison. A flatter, more basic stage that'd translate well to GBA

### GAME BOY ADVANCE



☐ Still narrow and twisty. Good job it's on a big screen so that you can... d'oh!



☐ See, not a million miles away from its big brother, is it? They've done a damn good job

## WHAT YOU NEED TO KNOW

**Q: It's nothing like the GameCube version is it? They've made it 2D, surely?**

**A:** No, it's more like the GameCube version than you've any right to expect. The option screens are almost identical and it's the same four monkeys staring out at you, praying that this time, sweet monkey messiah, it won't be them plummeting to their death. The perspective is the same as the GameCube version for the main game, and the level layouts are all pretty much identical. It is what it says on the box: a junior version of *Super Monkey Ball*.

**Q: But the control system must be weak? *Super Monkey Ball* is the game analogue sticks were invented for.**

**A:** You play it with the D-Pad, of course — last time we checked, our GBAs hadn't all sprouted analogue sticks overnight. But it's not as twitchy as you'd expect, you can still manage a fair degree of precision with a few choice button taps. And when you need to tip the map violently to avoid death, you do it by pressing **A** and **B**. All in all, not a bad compromise, but slightly harder work than the GameCube version on the tougher levels.

**Q: I suppose it's too much to ask to have some mini-games in there as well?**

**A:** Apparently not. Monkey Bowling, Monkey Golf and Monkey Fight are all present and correct. You have to earn points in the main game to unlock them, but there's more about them in the mini-games box. Each one supports four players, although there's no sign of Monkey Target and Monkey Billiards. But you do get the brand-new Monkey Duel, in which you and a mate race to see who can finish a level the quickest.

## "NOM OPINION"

Already it's clear that *Super Monkey Ball Jr.* is a fantastic achievement. They've miniaturised the GameCube game superbly, even fitting in some mini-games. But while the similarity is to be admired, it's also a weakness — GameCube owners would basically be playing an inferior version. It's a cracking introduction for handheld gamers, but existing fans might have preferred a different game that linked-up in a clever way.





GAME BOY COLOR

<http://www.hamtaro-games.com>

LOS ON

IN BRIEF

With their very own language and dance moves Hamtaro and the Ham-Hams have taken US and Japanese Game Boy owners by storm. With a gang of 15 doe-eyed cuties for you to dribble over, the Ham-Hams may look innocent, but they hide a portable adventure that makes a refreshing change from the normal Game Boy platforming fodder.

Release  
January

DETAILS

Developer  
Nintendo

Publisher  
Nintendo

Game Genre  
Adventure

# HAMTARO HAM-HAMS UNITE!

This year will see the return of *Pokémon*, and if there's any justice, a glorious debut for Hamtaro and the Ham-Hams. And being as it is so addictively gorgeous, we thought we'd show you some more.

Last month we introduced you to *Hamtaro*, and we liked it so much we thought we'd come back for another session.

We'll be reviewing the game next issue, but in the meantime we wanted to treat you to a few more secrets much deeper in the game, including areas like Sunflower Park, the Ruins and the local school.

All the faces we introduced you to last month are in the game, and on these pages we'll show you how we found Cappy and Pashmina, played bowling, met a frog who could predict the weather and used a computer. Oh, the mad world of the Ham-Hams, eh?



## THE SECOND HOUR

After learning some of the simple lingo in the dense forest of Acorn Shrine last issue, Boss opens up the second area, Sunflower Park.

Here the Ham-Hams play hide and seek on the beach and in the beautiful gardens, so there are plenty of new words to get accustomed to, including Blanko (forget), Meep-P (regret), Koochi-Q (pretty) and Hammo (friend).

Just as in the first area, Hamtaro must help his

friends, and in Sunflower Park there are quite a few to help. Pashmina's lost her favourite scarf at the top of a climbing frame and it's up to you to barter with Crow, gain his trust and return the scarf to her.

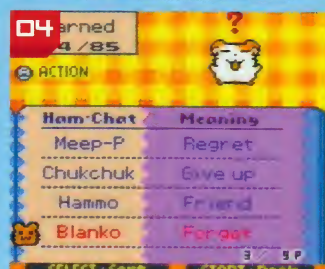
Down in the gardens you'll have to help a hamster find his pet insect, Tricket, and this will see you returning to Acorn Shrine with a cucumber in hand to find a seed that is actually Tricket in disguise.



☐ Cheer up this little hamster by finding his pet, Tricket, back in Acorn Shrine. That'll put a smile on his furry little face...



☐ Find the right path to reach Pashmina and get her scarf back



☐ Choose a word and Hamtaro will perform an action



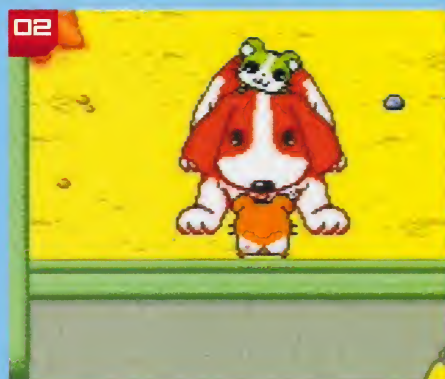
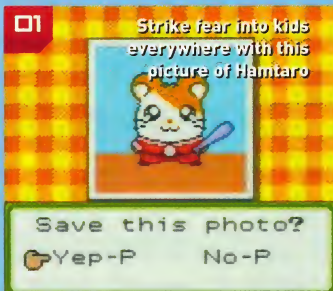


## THE THIRD HOUR

By now, Bijou, Oxnard and Pashmina are safely back at the Clubhouse awaiting Boss' secret, but there are still plenty more Ham-Hams to track down.

Before tunnelling to the Ruins district to find more friends and challenges you'll get to give Hamtaro a new outfit including such bizarre gear as a Santa costume and a baseball bat.

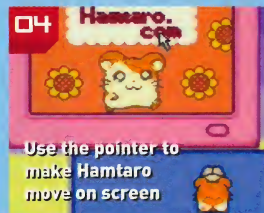
Once in your funky new threads, you're good to haul hamster ass to Sunflower Elementary, home of a talking dog, dodgy Ham-Chat dealers and a *Hamtaro*-playing computer system.



02 You'd better get to the vet mate, the fleas you've got are massive



03 Just like The Duke, you'll hunt down bargains at Ham-Swap, but most of them are a waste of Seeds



You'll need to be wary of the Ham-Chat dealers as the dodgy Delboys will try and fob you off with fake words like Yup-P at an extortionate price, so bartering on useful items like Tear Essence and a Bottle is essential.

Further into Sunflower Elementary, you can also switch on the computer to see an internet-style link to the *Hamtaro* website and if you move the mouse you'll even make the little guy move around on the screen.

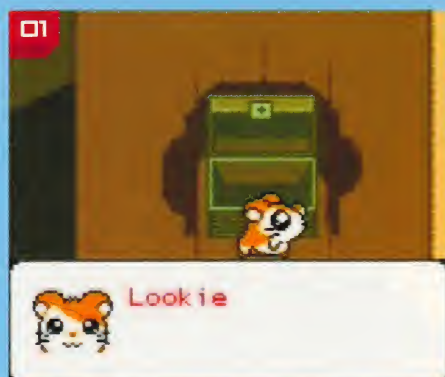
## THE FOURTH HOUR

By now there's a huge amount of Ham-Chat to use and another area to open up — the mysterious Ruins.

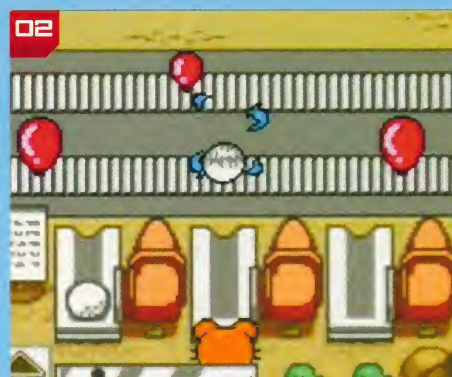
Here there are a heap of Sunflower Seeds to exchange for threads at a new HM Boutique, plus a secret area to find, containing a Chest with three Rocks inside it. On your travels there's even a weather-

watching frog to meet and a hilarious meeting with a hamster family having a quiet picnic.

Down in the Ruins, Cappy and Penelope are the Ham-Hams to find and returning the hat-loving Cappy is by far the best reward because you'll have to play Tack-Q Bowling to get the little chap back to the Clubhouse.



01 Lookie in the chest and you might find some hidden items if you rummage hard enough



02 Strike! Points mean prizes in Tack-Q Bowling so crack the balls to pop the balloons and earn points

## WHAT YOU NEED TO KNOW

Q: So, any more news yet on a UK release date?

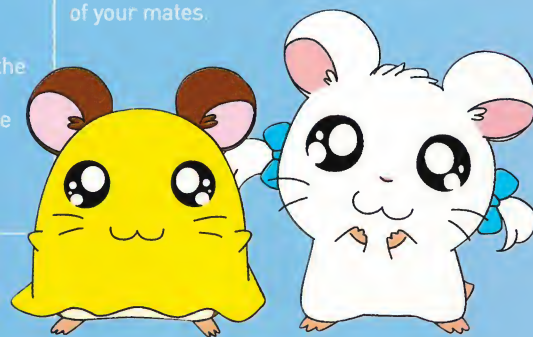
A: There certainly is! *Hamtaro* should be out now in the UK, but at the time of going to press we couldn't get hold of a UK copy of the game. You can read our update of *Hamtaro* right here and remember to check back next month when we'll be reviewing the game.

Q: So, while we wait for that, what Ham-Chat have you learnt in the meantime?

A: At the end of the fourth hour of playing, we managed to get 49 out of the 85 words you can learn. Many are similar to English, including No-P (no), Yep-P (yes), Tuggie (tug) and Teenie (small). Others have no relation at all such as Pookie (like) and Nopibloo (don't fret), while others are just funny like Go-P (go to the lav).

Q: So I've learnt some words, but where can I see *Hamtaro* in the wait for the game to arrive?

A: Well if you've got Fox Kids, *Hamtaro* is on at 7am and 4pm on weekdays and 3pm at weekends. So why not tune in and you can swot up on Ham-Chat before any of your mates.



## "NOM OPINION"

The more we play this game, the more we're cast under its spell. Highlighting the need for friendship and communication, it's clearly aimed at younger Game Boy owners, but that doesn't mean that you won't fall for its charms. Time will tell if it's got the legs of classic adventures like *Pokémon*, but in the meantime prepare to be entranced by Hamtaro and the Ham-Hams.



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62

Has *Mortal Kombat* been crowned king of the GameCube's fighters? Read on...



REVIEWED 02/2003

NINTENDO GAMECUBE

- p62 *Mortal Kombat: Deadly Alliance*
- p66 *Star Wars Bounty Hunter*
- p68 *Blood Omen 2*
- p70 *Godzilla: DAMM*
- p71 *Fire Blade*
- p72 *Legends of Wrestling II*
- p73 *Big Air Freestyle*
- p74 *Minority Report*
- p75 *X-Men Next Dimension*
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- p78 *Mortal Kombat: Deadly Alliance*
- p80 *Micro Machines*

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# REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT NINTENDO OFFICIAL MAGAZINE, AND WE ONLY REVIEW FINISHED UK VERSIONS

## HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.



- TNT: GOLD**  
Gaming perfection
- TNT: MUST BUY**  
Almost perfect
- 8** HIGHLY RECOMMENDED
- 7** GOOD
- 6** AVERAGE
- 5** COULD BE FLAWED
- 4** POOR
- 3** DIRE
- 2** DISASTROUS
- 1** A DISGRACE

What to expect from each game

Watch movies using the internet link

We always tell it to you straight

You'll know if it's for GC, GBA or GBC

What box to look for in the shops

Number of players, sound support memory blocks (GC) and carts needed (GBA)

How much, when it's out and who is publishing it

**HOW OUR OFFICIAL REVIEWS WORK**

The biggest and best screenshots

Best and worst aspects of the game

Is it worth it? Is it fun? Will you be on it for ages?

Games are scored out of ten, instead of 100%



<http://www.midway.com>

This is an 18-rated title and it's not surprising because it's one of the bloodiest, most violent beat-'em-ups ever, returning to try and reclaim its reputation as one of the best fighters around. A total of 23 bruisers hack and bash each other to bits with interchangeable martial arts styles in the latest in the *Mortal Kombat* series.



This pair of mincers wouldn't last five minutes in *Weking* on a Saturday night

# MORTAL KOMBAT: DEADLY ALLIANCE

IT SEEMED THAT *MORTAL KOMBAT* WAS DEAD AND BURIED, BUT NOW IT'S BACK AND PACKING MORE OF A PUNCH THAN EVER BEFORE. FINISH HIM!



1-2 Players  
1 Block

Price:  
**£39.99**

Release:  
**14 February**

Publisher:  
**Midway**

**W**ith extreme violence unlike any other game and more blood than Dracula's jacuzzi, *Mortal Kombat* was one of the biggest names of the early 1990s. But over the years, other beat-'em-ups evolved while *Mortal Kombat* remained shallow and then gamers lost total respect for the series after a chain of awful titles on the N64. The franchise was doomed, or so it seemed...

*Mortal Kombat: Deadly Alliance* is on the way to GameCube, aiming to rebuild its former reputation by implementing a more in-depth fighting system, more game modes and a refreshed story line. And despite our slightly negative expectations, it has done just that.

The main new feature of *MK:DA* is the ability to use different martial arts styles. Each character has three fighting styles: two empty-hand and one with a weapon. Simply hitting the **L** button at any time during a brawl will change your current style, opening up a whole new



Who needs a Black&Decker when this guy's around?



NINTENDO  
GAMECUBE

► set of moves. Based on real martial arts styles ranging from Shotokan and Kempo, to Tai Chi and Jeet Kune Do, there's pretty much every art you can think of and each is superbly represented. This brings a new level of depth to *Mortal Kombat*, as you'll have to learn how to utilise the strengths of each style and find the right one for each opponent. The styles can also be linked into a combo, allowing you to unleash a series of rapid attacks with one style before finishing the combo with a move from another. This makes sure that casual button-bashers don't gain an advantage over seasoned players by fluking wins with their random controller thumping. But each character having multiple styles doesn't make the game over-complicated, because one button combination will work in all three styles, performing different moves in each.

### A TIP TO GET YOU STARTED

When a fighter is holding a weapon, their hit damage increases but they are also slightly more vulnerable to attacks. Keep this in mind when you have your weapon out. Also, take advantage of your opponent when he draws his weapon by striking with quick and powerful attacks, but try not to get sliced up, eh?



Kung Lao is a bit handy with his feet



□ 'No! Not my beautiful face!' Come on now, everyone have a look for his teeth



□ If this guy has a bird, don't look at her. If he's got a pint, don't touch it. In fact, give him a wide berth altogether...



□ Role-reversal. Scorpion puts his hands up and cries like a girl, while Sonya shows him who's 'geez'. You go girl!



□ You'll need to get quite a few pints of Stella down you before trying this manoeuvre

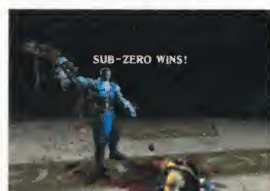
## THE KRYPT KOINS

As you play *Mortal Kombat*, picking up victories in Arcade mode and completing objectives in Konquest, you'll earn Kombat Koin. These can then be spent in the Krypt — a dark, smoky lair full of Koffins. Unlock one of the spooky boxes by

shelling out the right amount of Koin to reveal the secrets it holds, which could be anything from new characters or costumes, to animations and helpful tips. There are over 600 of these to open, which should keep you busy for a while.



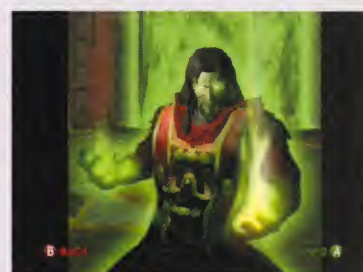
□ It'll all end in tears, you know. Or more likely death...



□ 'You weren't using this skeleton, were you?'



□ Complete various tasks and you'll earn Kombat Koin that can be spent on unlocking Koffins in the Krypt. Kewl!



□ There are so many Koffins to unlock, you'll surely be playing *Mortal Kombat: Deadly Alliance* for months



## CHEAP WIN ALERT!

A new feature to the *Mortal Kombat* battle system is the ability to impale your foe on a weapon. Execute the manoeuvre successfully and watch as your opponent struggles to fight,

slowly bleeding to death. You will have to do without your weapon, but hey, that doesn't matter because your enemy will be lying in a pool of blood soon enough.



☐ If you are facing a tough opponent, impaling them will give you the (unfair) advantage you need



☐ Your opponent can still fight with the weapon sticking out of them, but they won't last for long



Li Mei makes one hell of a mess of Kenshi's face

☐ 'Take my weird blue stuff!' There's clearly not enough room in the world for two Kenshis as one of them is rapidly finding out



If you pick a fight with someone called Reptile, you've got to expect the worst

► This way you won't have to memorise hundreds of commands to use all of a character's styles properly.

Still present from the very first *Mortal Kombat* is a button that's specifically assigned to block attacks. Simply pressing back on the D-Pad will only retreat, not defend, so you'll have to hold **R** to repel attacks. This system works much better in this 3D *Mortal Kombat* than it ever did in 2D editions.

Special moves are also performed in the same way as before; hitting a series of D-Pad directions followed by a strike command unleashes a deadly attack. The 3D Stick can't be used and, although having the choice would've been nice, we doubt that the 3D Stick would work as well for this style of game.

Also returning are the blood-splattered Fatalities, but they take something of a back seat this time around. The Fatalities are still gruesome, with limbs wrenched off bodies, torsos blended to a pulp and plenty of the red stuff to see, but they just don't have the same impact as they once did. Also there is only one Fatality for each character, removing the privilege of deciding what obscenely bloody way you'll maul your opponent to a painful death. Simply repeating the same Fatality in each fight gets boring very quickly.



NINTENDO  
GAMECUBE

It's best not to try blocking  
a sword attack with  
your stomach

► With all these new fighting skills to acquire, you'll need to check out the Konquest mode. This is essentially a training mode disguised as a mission-based adventure. You go from stage to stage, performing commands shown to you on screen in the form of challenges. The idea is to go through Konquest with all the characters to familiarise yourself with their techniques, then memorise and perfect them in the Practice mode before inflicting them on some poor human or CPU opponent.

Once your technique is up to scratch, you'll be ready for the Arcade mode, which is the same as always. Take on and defeat a series of fighters, then win the final battle to complete your character's quest. There are a total of 23 characters in the game, with some needing to be unlocked before you can use them. It's not the biggest collection of characters seen in a *Mortal Kombat* game, but each one of them looks stunning, with smooth animation and highly-detailed outfits. You'll even notice facial cuts and bruises as they sustain brutal blows on the noggin, which is always nice to see.

But it's not just the fighters that look impressive. All of the battle arenas have been beautifully modelled and although your

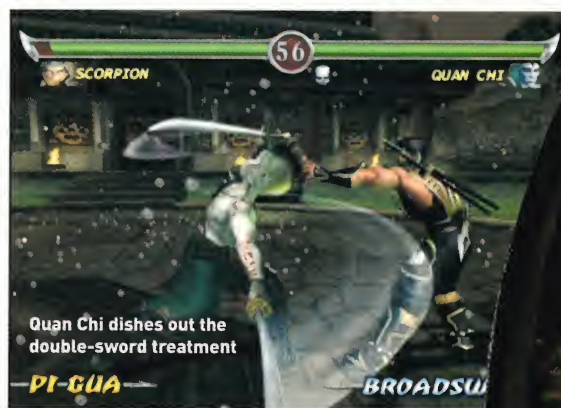
movement is restricted to a small area within the arena by an invisible force field, you'll wish that you could explore the wonderfully detailed backgrounds.

There are even convincing weather effects like snow and rain storms that really give the game a distinctive atmosphere. This sense of a living, breathing world is rammed home by the gallons of blood on show.

As you batter your opponent into submission you'll see the red stuff splatter on the floor and stay there for the whole fight, resulting in a claret-soaked mess by the end of the confrontation, making this the bloodiest *Mortal Kombat* game ever, which is really saying something.

After a dreadful run of titles on Nintendo 64, future prospects for the *Mortal Kombat* series looked grim. But we're glad to tell you that the ultimate blood bath beat-'em-up is back and deadlier than ever before. **Mike Jackson** N64

"THE SENSE OF  
A LIVING,  
BREATHING  
WORLD IS AIDED  
BY THE GALLONS  
OF BLOOD  
ON SHOW."



Quan Chi dishes out the  
double-sword treatment



'Get your ass over  
here now!'



## VERDICT

GOOD



- Some of the best visuals, backgrounds and characters of any fighting game.
- The new style-changing fight system adds depth and combo possibilities.

BAD



- Impaling someone can be too effective, with no way of countering the move.
- Each fighter has only one Fatality and there are no Pit Finishers either.

FUN

Virtual violence in its purest form and the buckets of blood enhance the satisfaction.

VALUE

A new Konquest mode, a tough Arcade mode and over 600 extras to unlock.

LIFE

You won't open all the Koffins in a hurry and the multiplayer will keep you rucking.

*Mortal Kombat* is back with all the blood and brutality of the old games, plus a fighting system and graphical makeover that'll make fans and newcomers drool.

8



LOG ON

<http://www.lucasarts.com>

IN BRIEF

The galaxy's most feared bounty hunter is let loose on GameCube in an action adventure that takes players on a tour of *Star Wars* locations from Coruscant to Tatooine. The game is action packed and Jango's jet-pack is a mint idea executed to near-perfection.

DETAILS



DOLBY  
SURROUND  
PRO LOGIC II



1 Player

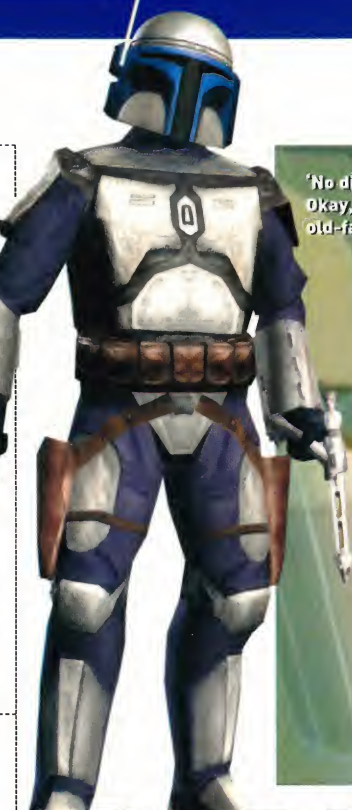


2 Blocks

Price:  
**£39.99**

Release:  
**7 February**

Publisher:  
**Activision**



'No disintegrations, you say? Okay, how about a good old-fashioned throttling?'



# STAR WARS BOUNTY HUNTER

HIS NAME IS FEARED THROUGHOUT THE GALAXY. IT'S A BYWORD FOR MERCILESS PURSUIT AND VIOLENCE. HE'S JANGO FETT AND HE'S BAD.

**W**hat is it with bounty hunter games? Are they the new 'big thing', just as extreme sports games were a couple of years ago? Well, 2003 will see at least three games based on the exploits of hired mercenaries, with both *Metroid Prime* and *Mace Griffin* (see p46) touching down this Spring.

The third soldier of fortune adventure comes courtesy of *Star Wars*' Jango Fett. The game takes place shortly after *Episode I*'s Battle of Naboo and follows a dark plot to eliminate the head of a feared cult called the Bando Gora, whose terror campaign has crippled the galaxy's most powerful industries. Jango is hired by Darth Tyrannus — working on behalf of Darth Sidious, the Dark Lord of the Sith — who also wants to use Fett as the genetic blueprint for a clone army.

And Jango's not a bad choice because if ever a man was suited to

the role of hired gun it's Mr. Fett. This chap has more tricks than David Blane and a multitude of different ways to kill and capture. His crowning glory however, is a jet-pack. Think Mario's FLUDD and times it by ten. It can propel him high into the air and is great for covering distances quickly, and with a built-in missile, it's as deadly as it is handy.

The game actually kicks off with Jango looking for his jet-pack, which

some fool was stupid enough to steal. Needless to say, Jango is reunited with it and from then on it's an integral part of the game, used for complex platform jumping sections and for manoeuvring around gangs of gun-toting goons. It's constantly entertaining to use and without it the game would be a lot less fun.

What's less fun is the gun fighting action, which though regular and



☐ He never saw it coming. Jango collects another deep-fried bounty. Mmm... crispy

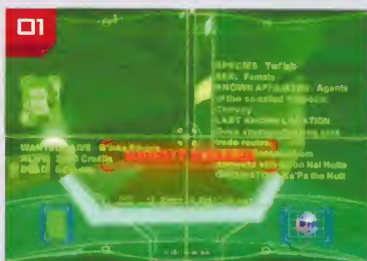


☐ Now that's what we call a wretched hive of scum and villainy



NINTENDO  
GAMECUBE

## 'HE'S NO GOOD TO ME DEAD'



**01** To locate a Secondary Bounty, you'll first need to take a look through your scanner, which displays information on any wanted character...



**02** ... and once you've selected a target, go and get them, dead or alive...

There are scores of Secondary Bounties to find in *Bounty Hunter*, and by finding them you'll unlock the game's hidden goodies.

To find the bounties you'll have to take a look around in first-person scanner mode. When you see a fellow press **A** and the bounty will be marked. It's then up to you whether you take your catch dead or alive — more often than not, you'll get more for a living bounty. Once tagged and bagged simply walk up to the bounty and press **Y**. Job done.



**03** ... then pick up your bounty — not bad for a couple of minutes' work

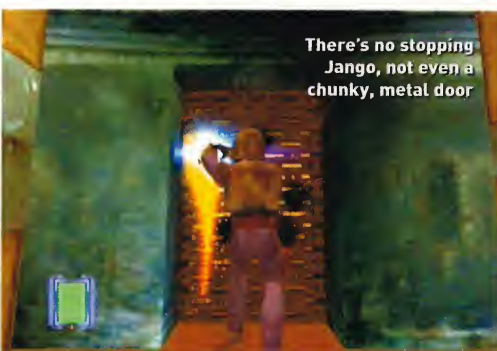
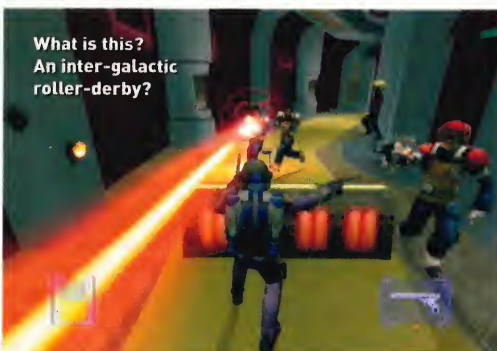
► action packed can become tedious with little to do except press **R** to lock-on and hit **A** to fire Jango's dual blasters and other (admittedly cool) weapons. Sure the animation is fantastic, but the battles you fight become increasingly similar.

Another slight niggle comes from the actual bounty hunting, which is just too clunky on the control front. On top of this, you really don't have to bother catching the scores of Secondary Bounties scattered throughout the game unless you want to unlock the hidden goodies — the chances are you'll play the game through first, without bothering, before going back to hunt all the Secondary Bounties.

The visuals are great, especially the lighting, which is constantly varied and instantly evocative. Equally good is the level design, which perfectly mirrors the style laid out in the films.

The icing on the eye-candy cake is the series of cut-scenes produced by George Lucas' own Industrial Light and Magic special effects department. They're amongst the most beautifully detailed we've seen and carry the typically twisting story with aplomb. Add to that Dolby Pro Logic II sound produced by Skywalker Sound and you're looking at a great package for

the eyes and ears. It's just a shame your hands aren't quite as stimulated, because with a bit more variety to the combat, this would have been a truly awesome game. **Rich Marsh** NOM



**04** Only the most feared bounty hunter in the galaxy could take on this kind of weird, red, spiny crab-thing



**05** Jango gives another thug the double-blast treatment. If they ever clone this guy, it'll make one hell of an army...

## VERDICT

GOOD	■ Visually this rocks, with a style that instantly screams <i>Star Wars</i> .
+	■ The jet-pack is always a blast to use and opens up some great gameplay moments.
BAD	■ The target lock-on works on paper, but in reality it disconnects you from the action.
-	■ The camera is erratic at times and can get twitchy when you need it to be stable.
FUN	The tight controls mean you're in the thick of the action right from the off.
VALUE	There's nothing quite like this on GameCube at the moment.
LIFE	No multiplayer mode, but going after the Secondary Bounties will keep you busy.

A strong story line, excellent levels and tight controls mean that, despite its gun fighting repetition, this is a great game for fans of *Star Wars* and all-out action.

**8**



<http://www.eidos.co.uk>

**LOG ON**  
**IN BRIEF**

All is not well with Kain. Once the daddy of a land called Nosgoth, 400 years have passed since his evil vampire army was slain and his powers stripped away by a strange figure. Now Kain has awoken from his sleep and wants revenge, but you'll need to help him build up his strength by gorging on the blood of your victims and mastering supernatural skills that are unknown to mortal man.



**DOLBY**  
**SURROUND**  
**PRO LOGIC II**



1 Player



1 Block

Price:  
**£39.99**

Release:  
**24 January**

Publisher:  
**Eidos**



Biting the neck is so 20th Century. Just stand over them and suck it out

# BLOOD OMEN 2

WE'RE ALL FOR MORE GORE ON GAMECUBE, BUT THIS DOESN'T COME CLOSE TO *RESI EVIL* — KAIN'S BLOODY ENCOUNTER SUCKS.

**U**nheard-of in Nintendo circles before, please give a warm hand to Kain, the vampire-cum-killing machine who previously graced PlayStation and PC and who now debuts in *Blood Omen 2*, the sequel to *Blood Omen: Legacy of Kain*.

Right from the outset, graphic death scenes and vivid blood-sucking images are the order of the day in

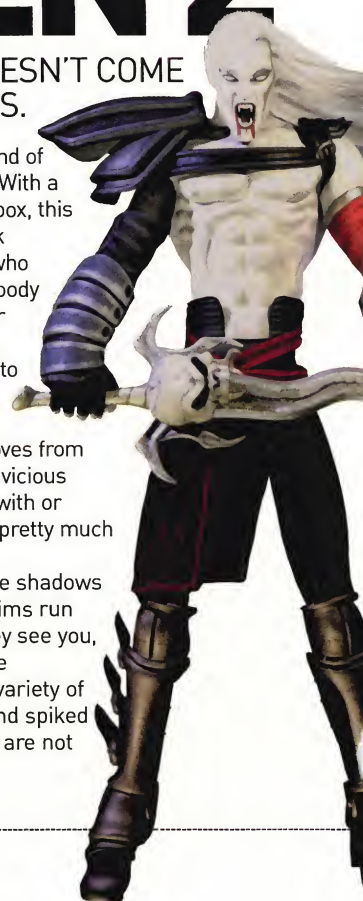
Meridian, the capital of the land of Nosgoth, once ruled by Kain. With a 15 certificate slapped on the box, this really isn't for those of a weak disposition, but for all those who like their killing brutal and bloody it's a heady mix that works for about the first half an hour.

That's because attempting to return Kain to greatness just doesn't test your gaming skills. You'll learn combat moves from Kain's ally, Umah, involving a vicious three-way combo of slashes with or without a weapon, and that's pretty much the only way you can kill.

Stealthy manoeuvres in the shadows determine whether your victims run screaming for help when they see you, or stand around waiting to be decapitated and there are a variety of weapons, including knives and spiked clubs to add spice, but there are not nearly enough to satisfy.



☐ Drag two city soldiers into a brawl and take them out together





NINTENDO  
GAMECUBE

❑ Build up your Fury to unleash your special power against this annoying boss

- But an action adventure wouldn't be complete without a few puzzles and the first couple of hours are awash with them. Crate-pushing, lever-pulling and wheel-turning is required to progress, but there isn't much hunting to do off your own back because if you get close to your required destination it will be highlighted.

Nosgoth itself is a particularly atmospheric location for a vicious killing spree. The labyrinth of alleyways, low lighting and misty graveyards provide a sinister city environment where bloody action awaits you, but it doesn't quite match the paranoia that sets in when playing *Eternal Darkness* or *Resident Evil*. We'd go so far as to say that something close to this could have been produced on the N64.

*Blood Omen 2* isn't duff by any means and it's about time we had some more carnage on GameCube, but the whole experience is too easy, monotonous and lacking in graphical flair to turn this from average into a classic. **Tim Street** NOM



Swords and spiked clubs are just some of the weapons available to you



❑ Jamie Oliver punished bad cooks to the extreme by setting them alight on top of the stove



❑ Okay, I haven't got any ID and I know I look weird...

## KNOW YOUR DARK ARTS

Slashing and maiming with weapons may be the normal way to kill victims and feast on their blood, but there are also some special powers you can use to your advantage and add a little spice to the proceedings at the same time.



❑ Use the Mist power and you'll vanish into the night

Even though Kain's powers are depleted at the start of the game, he does have two he can rely on — Mist form and Fury power.

By standing in the fog that cloaks the murky streets of Meridian, Kain can become virtually invisible, enabling you to sneak up on your unsuspecting prey and slice their head clean off with a stealth kill. And Kain's Fury power gives you the ability to make your weapons or claws much more powerful than they normally are.

As you journey further through the city you'll also pick up telekinesis powers, a special speed attack called Berserk, and Immolate, a skill that enables you to set fire to victims from a distance.

## VERDICT

GOOD	■ Another adult title that pisses on the chips of the 'GameCube Is For Kids' brigade.
+	■ <i>Blood Omen 2</i> has one of the best story lines we've seen on GameCube.
BAD	■ Despite the power of GameCube, this looks like nothing more than an N64 quest.
-	■ Find prey, slash three times and suck their blood. Now repeat. It's that good!
FUN	Building up Kain's powers is a good idea and maiming enemies is mindless fun.
VALUE	Numerous restart points mean this won't test many gamers for long.
LIFE	The first boss is a test, but once the quest is finished there's nothing to go back to.

For a moody action adventure seek out *Eternal Darkness* or *Resident Evil* because you won't find it here. A great story that's let down by the monotony of it all.

6



# GODZILLA

## DESTROY ALL MONSTERS MELEE

RAMPAGING THROUGH A BUSY CITY CENTRE AS A TWO HUNDRED FOOT MONSTER HAS NEVER BEEN THIS MUCH FUN. BELIEVE US, WE KNOW...

**G**iant monsters battling through city streets using buildings as handy projectiles has a certain appeal: we've always wondered how far we could chuck a 20-storey tower block, and now we know that, as Godzilla, we can throw it around 200 metres — not bad we're sure you'll agree.

Welcome to the world of *Godzilla Destroy All Monsters Melee* where a marauding army of aliens have used mind-control beams to enslave the residents of Monster Island, sending them on a rucking spree through the world's major cities.

It's up to you to choose a monster from the 11 ripped straight out of the *Godzilla* universe and battle it out with a rival using a combination of bone-shattering punches, kicks, tail-whips and throws plus more exotic special moves that generally consist of a mega-powerful beam of energy emanating from their heads.

It's no *Street Fighter*, but like *Super Smash Bros. Melee* it doesn't pretend to be. This is an instantly playable brawler that's all about mayhem and

destruction served up in a really accessible way.

There are no massive button combinations to get your head around, rather a set of moves that are dependent on where you place your 3D Stick, giving most monsters around 15 attacks. You can also jump, duck and block, and when your monster unleashes a special move with the **Z** button you can aim the attack with the C-Stick.

It's all pretty easy to master, although the control system can feel a little sluggish at times, leaving you rolling around on the deck while a 33,000-ton brute lays the smack-down on you. Still, you are playing as a lumbering monster and not a nimble martial arts expert, so you've got to expect a certain amount of languidness from your towering behemoth.

Things are further enlivened by the destructible cityscapes and pesky military units that attack you while you battle it out with your opponent. There's also a multitude of cool power-ups to fight over, which ups the ante in the multiplayer mode. Couple all this with great sound and you've got a winner. **Richard Marsh**

<http://www.godzilladamm.com>

Eleven *Godzilla* favourites, including King Ghidorah, Gigan, Megalon, Mechagodzilla and Rodan fight it out in an instantly accessible beat-'em-up in the vein of *Super Smash Bros. Melee*, featuring lots of insanely powerful attacks and a great multiplayer mode, too.



DOLBY  
SURROUND  
PRO LOGIC II

1-4  
Players

2  
Blocks

Price:  
**£39.99**

Release:  
**Out Now**

Publisher:  
**Infogrames**



☐ The B Movie-style cut-scenes give the game a sense of tongue-in-cheek fun often missing from beat-'em-ups



☐ The multiplayer is pure destruction



## VERDICT

- GOOD**
- The detail on the cities and monsters is commendable, as are their meaty attacks.
  - It may not be as polished as *SSBM*, but it's a real killer in multiplayer mode.
- BAD**
- The combat is shallow in comparison to beat-'em-ups like *Street Fighter*.
  - It won't take you long to finish the one-player game, or unlock the hidden goodies.

All of *Godzilla's* magic is captured here, providing a great brawler that doesn't take itself too seriously. If you want a no-fuss beat-'em-up, this is for you.

**8**



NINTENDO  
GAMECUBE

LOG ON

<http://www.midway.com>

IN BRIEF

It's *Desert Strike* for the 21st Century, so expect battle-ready choppers and a world of pain to inflict. The action spans the world and offers all kinds of missions from stealthy insertions to gun-ship duties on enemy convoys using two fictional helicopters, each with its own set of strengths and weaknesses.

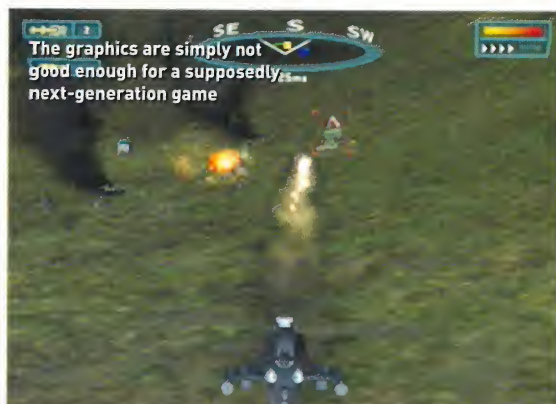
DETAILS



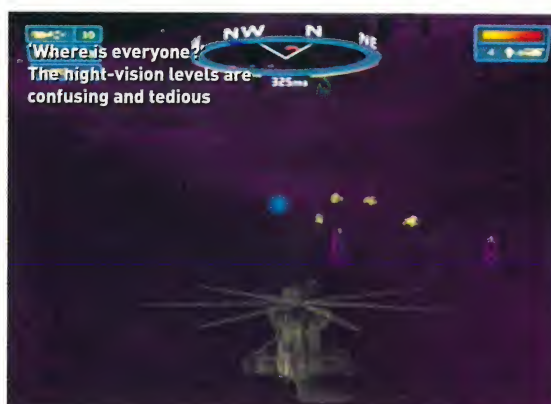
1 Player



2 Blocks

Price:  
£39.99Release:  
31 JanuaryPublisher:  
Midway

The graphics are simply not good enough for a supposedly next-generation game



Where is everyone? The night-vision levels are confusing and tedious

# FIRE BLADE

THE HELICOPTER'S BLADES ARE ANYTHING BUT ON FIRE IN THIS *DESERT STRIKE*-INSPIRED WARFARE OFFERING. NO CHOPPER GAGS PLEASE...

**I**f you're going to take on enemies on the global stage you're going to need transport and a mighty arsenal of weaponry. Which is why helicopters were invented.

If you remember the chopper action of the *Desert Strike* games then you'll instantly know where *Fire Blade* is coming from. It's you in a helicopter or two, getting busy in a variety of combat situations. The game is tech-heavy, with much button pressing and co-ordination needed to get the most out of your flying steed, which incidentally isn't a real helicopter, but a made up one.

There are 18 missions, spread over four campaigns, taking in four

distinct environments: desert, mountains, jungle, and yes, you've guessed it, an arctic area. How very imaginative!

The missions take place during the day and under the cover of night, where players have to use a rudimentary night-vision gizmo. Orders are dished out by an officious-sounding superior, who instantly gets shirty if you stray from the plan. That's fine, but knowing what to do and, in the case of this game, where to go is never as easy as it sounds. Confusion reigns as you struggle to get to grips with the decidedly basic radar and interpret the (purposely, we think) vague mission objectives. Things are

helped by an efficiently kick-ass array of weapons, such as the flashy homing missiles (which do exactly what they say on the tin) and a nose-mounted machine gun that's designed for mowing down infantry, but which we found was equally adept at culling entire flocks of sheep, which stupidly graze near most battles.

But the fun for most will be robbed by the none-too intuitive controls that make it difficult to use the machine gun with precision. In our opinion, the greatest letdown is the helicopter's lack of speed — it's sluggish, even when you hit the turbo button.

**Rich Marsh** NOM



□ Has it really been ten years since *Desert Strike* came out? It doesn't look it!

## VERDICT

GOOD



■ There's a pleasing variety of missions with stealth and action on the menu.  
■ The helicopters are simply bristling with impressively destructive weaponry.

BAD



■ The choppers are so slow that they seem to be using a 50cc scooter engine.  
■ The objectives are vague, leaving you wondering what to do next.

A definite homage to the old *Desert Strike* games that doesn't have enough playability or excitement to warrant a purchase. This is a distinctly average game.

6



<http://www.acclaimuk.com>

More brawlers from wrestling's glory days come together for a second helping of squared-circle action. Choose from a huge selection of match types including a lengthy Career mode and get ready to practice your grappling skills.

# LEGENDS OF WRESTLING II

A TOTAL OF 65 OF THE GREATEST WRESTLERS EVER STEP INTO THE RING FOR A SECOND TIME TO TRY AND SHOW THOSE WWE BOYS A THING OR TWO.

**T**he sequel to last year's original, *Legends of Wrestling II* is a better game, but still a long way from being any good.

There are more fighters to choose from and the game now includes some British stars of yesteryear like Big Daddy and Giant Haystacks. But sadly the graphics are still bland and lacking in detail, making the supposedly tough fighters look like giant pink jellies.

On the plus side, the Career mode is really well done and

varied with 12 different scenarios for you to play through and plenty more to unlock. The Create-a-Wrestler option is incredibly thorough allowing you to make hundreds of adjustments to your fighter.

But for all its good points, *Legends of Wrestling II* lacks depth. The counterattack system is awkward and the wrestlers feel slow. Fans of the good old days of wrestling will find plenty to smile about, but most will be better off looking elsewhere. **Dominic Wint**



□ Dr Death, Steve Williams, is a beast of a man and he does a little shuffle whenever he wins a bout



□ The mother of all match-ups — this is the sort of thing that fans of classic wrestling want to see



□ Watch the meter below your health bar to try and pull off counterattacks



□ The Create mode lets you tailor every last detail of your wrestler



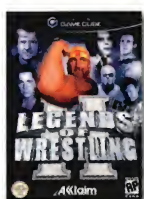
□ Up to four fighters can be in the ring at once, with very little slowdown

## VERDICT

- GOOD**
  - Fans of the golden days of mullets and beer bellies will be delighted.
  - The Career mode is exciting and there's loads of variety in the scenarios.
- PLUS**
  - The counterattack system is a good idea, but it's poorly implemented.
- BAD**
  - The graphics are below the standard we've come to expect from GameCube.

An improvement over the original, but the fights soon become repetitive. It's great to see the classic wrestlers, unfortunately the gameplay just doesn't measure up.

**6**



1-4 Players  
12 Blocks

Price:  
**£39.99**

Release:  
**7 February**

Publisher:  
**Acclaim**



NINTENDO  
GAMECUBE

LOS ON

IN BRIEF

<http://www.bigairfreestyle.com>

Wanna get *Dirty*? Well, you've come to the right place — motocross games get you as filthy as Christina Aguilera in about five minutes flat. This one lets you race as well as put on trick exhibitions, if that's your sort of thing.



□ Another five minutes and he'll be nice and crispy. Did anyone remember to pierce the lid several times before he went in?



□ It's no use flapping your arms, my friend. You'd be better off getting your phone out and calling an ambulance

# BIG AIR FREESTYLE

ANOTHER COMPETENT MOTOCROSS GAME. GREAT. BUT HERE'S A NOTE TO THE WORLD'S PROGRAMMERS: PEOPLE LIKE FOOTBALL MUCH MORE.

**T**here are now three motocross games on GameCube — that's three less than there are football games. In our minds, football is second only to Night-vision Ninja Cricket. So what the hell is going on?



□ We bet his life insurance is well cheap

Believe it or not, all three bike games fill a niche within the niche; *MX Superfly* is for enthusiasts, *Freestyle* is for people who live purely on caffeine and *Big Air Freestyle* makes it easy for casual players to jump right in and get dirty. It's hard to fall off, and cornering is so simple that your nan would give you a close race, to be honest.

The 'Freestyle' in the title is a separate mode that has you doing trick-filled leaps over shark-filled tanks in stunt arenas. It all stands you in good stead for the main race — motocross races are closely contested and dropping in tricks during a race earns you a special speed boost.



□ He's laughing now, but not for long

It's fun at first, but won't exhilarate in the long term. You get used to going fast very quickly and there isn't the nerve-jangling tension you find in classic racing games. Out of the three we'd go for *Freestyle* and a big bottle of Cola. **Dean Scott** NOM

1-2  
Players3  
BlocksPrice:  
£39.99Release:  
Out NowPublisher:  
Infogrames

□ There are apparently over 30 tricks in this game. Here's one of them

## VERDICT

GOOD



■ The camera sits low behind the rider, giving a decent impression of speed.  
■ It's the easiest motocross game to pick up and play — your dad would be into it.

BAD



■ Dumbed-down handling kills the fun — you never feel that you're taking a risk.  
■ Freestyle mode feels a bit pointless — it should've been more like *Tony Hawk's*.

If you're seriously agonising over which of the three motocross games to buy, try a rental first. This is a decent enough title, but it fails to excite for long.

7



LOG ON

<http://www.activision.co.uk>

IN BRIEF

In the future there is no violent crime because three psychics called Pre-Cogs predict who will break the law, giving the police, now called Precrime, enough advance warning to go out and apprehend the would-be felons before they actually do anything. Naturally enough the accused always run and the film looks at what happens when a top Precrime officer is himself accused of committing a murder in the future.

DETAILS



**DOLBY SURROUND PRO LOGIC II**



1-4 Players

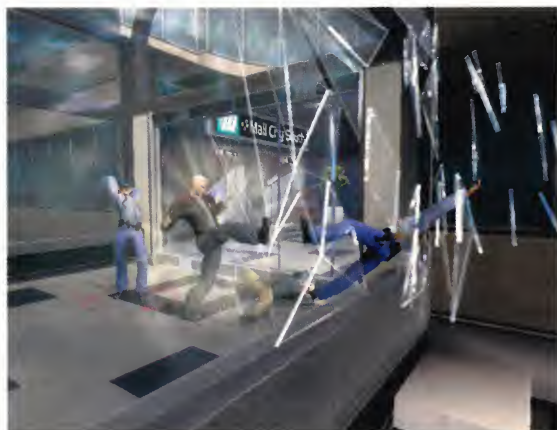


2 Blocks

Price:  
**£39.99**

Release:  
**Out Now**

Publisher:  
**Activision**



☐ We can't remember John Anderton killing anyone in the film, but kicking someone through a plate-glass window might risk that...



☐ Robots, on the other hand, are a different matter. Cane this metal mutha and you can get running again

# MINORITY REPORT

EVERYBODY RUNS, AND AFTER SEEING THIS, YOU'LL WANT TO DO THE SAME.

**A**nother month and another attempt to capture the magic of a box-office smash, this time Steven Spielberg's *Minority Report*.

The film is a great premise for a video game: imagine the pressure of being relentlessly pursued and the mind-bending difficulty of proving that you haven't committed a crime that hasn't happened. It could be great, but that's what they said about flammable zeppelins and testing nuclear bombs on beautiful South Pacific holiday islands.

Yep, it's another botched attempt. Okay, so it's not totally unplayable,

but the game falls short in so many areas that the fact it's based on a brilliant film is almost totally lost. Firstly, there are way too many cut-scenes that are very poorly acted and which offer too little information on what's going on for anyone who hasn't already seen the film.

Some of the missions can be finished in minutes because the admittedly fun and flexible combat system has a couple of major flaws, making it too easy to take out the Precrime units on your ass.

The problem stems from the erratic and sluggish camera that constantly struggles to keep up with

the action, leaving you punching air and giving you no option but to activate the cheap move of sliding into enemies and flooring them long enough to scarper. And that's again too easy as your character is usually faster than his pursuers and equipped with a jump that would make Jonathan Edwards blush.

And then there's the total lack of consistency with the film — you'll shoot enemies with weapons that aren't supposed to kill and then watch them disappear as if dead. And why is it possible to throw enemies out of windows and down staircases to their certain death? Surely this goes against the themes of the film. **Rich Marsh** NOW



☐ *Minority Report* has some flashy weapon effects. Looks like they hurt too...

## VERDICT

GOOD



BAD



- The hand-to-hand combat is quite in-depth and good fun for a while.
- Some of the weapons have extremely flashy and destructive effects.
- The frame-rate is suspect as is the camera, which is always lagging behind.
- The visuals are at best solid, but lacking the style and polish of the film.

This is a very average action adventure with workmanlike graphics and a duff camera. It also fails to capture the excitement and tension of the film.

**6**



NINTENDO  
GAMECUBE

[http://www.universeofheroes.com/game\\_xmen\\_next\\_dimension.html](http://www.universeofheroes.com/game_xmen_next_dimension.html)

The X-Men are the best-selling comic book heroes in the world and they've got a new movie coming your way soon — but can they do the business in the video games market?

# X-MEN NEXT DIMENSION

THE BATTLE TO SAVE HUMANITY TURNS OUT MORE LIKE A MINOR SCUFFLE OVER THE LAST RICH TEA BISCUIT IN AN OLD FOLKS HOME.

**T**he X-Men's job is to protect humanity from nasty mutants that want to kill us all. That'd probably be a whole lot easier if they didn't all move like fat old grannies with severe arthritis.

That's the first thing that hits you about *X-Men Next Dimension* — these guys are meant to be superheroes and yet they're about as manoeuvrable as a big sack full of wet bricks. And when they're busting out the all-to-easy ten-hit combos, only half of the attacks appear to connect with any real purpose.

Persevere and you'll see there's a bit more to it than button-bashing,

but you'll need to play with a mate as the computer fighters are some of the most unforgiving ass-kickers around. You'll also soon discover that the likes of Wolverine, when used properly, is almost unbeatable against the likes of Beast. There's a massive difference in ability on the roster and that can only be bad news in a fighting game.

*X-Men* fans will love the authentic voice-overs and locations, but even they will soon realise that this isn't the top-class fighting game that the GameCube badly needs. Come on Sega, how about a *Virtua Fighter*? Pretty please? **Dean Scott** NON



□ That's a particularly noxious fart cloud, as Forge's pained expression will testify. You smelt it, you dealt it



□ A fair fight — small frail blue man versus hulking mecha-fatty. Seconds out...



□ It's cool that you can smack opponents into a new area. Now be careful, Wolvie, didn't anyone ever teach you how to carry scissors?

1-2  
Players3  
Blocks

Price:  
**£39.99**

Release:  
**Out Now**

Publisher:  
**Activision**



Oh no! Not another one who's been on the baked beans for breakfast

## VERDICT

GOOD



■ It features 24 X-Men and mutants, each one a strong likeness, with comic book and movie costumes, too.

■ Some of the special attacks are classy.

BAD



■ The incredibly sluggish fighters suffer from animation that's a bit hit and miss.

■ The computer A.I. is a bit too good and the unbalanced roster doesn't help.

Fighting games need to be rewarding, progressive and responsive, but sadly that's mostly missing here. People who own Wolverine pyjamas might still like it, but not us.

**6**



LOG ON

<http://www.hotwheels.com>

IN BRIEF

Tiny tin machines come to life as you get to race the wildly popular *Hot Wheels* toy cars. Perform insane stunts, wreck everything that moves and crash your way through a gripping crime-laden plot in Adventure mode.

DETAILS



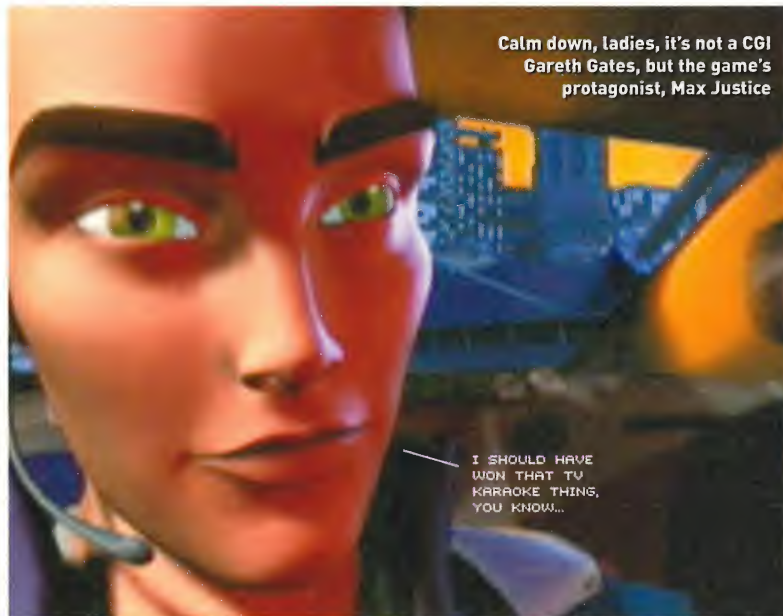
1-4  
Players

1  
Block

Price:  
£29.99

Release:  
Out Now

Publisher:  
THQ



❑ Wicked stunts are one of the most exhilarating aspects of the game



❑ You get to destroy almost everything you see on the screen

## HOT WHEELS INTERACTIVE: VELOCITY X

THE SUPERSTARS OF THE *HOT WHEELS* UNIVERSE FLY OFF THE SHELVES AND START BURNING RUBBER ALL OVER YOUR NICE, CLEAN GAMECUBE.

**Y**ou don't have to collect toy cars to enjoy *Velocity X*, but if you are one of those people who likes to fill your shelves with the tiny horrors, you'll be frothing at the mouth to see over 40 of your favourite miniature gas-guzzlers rendered in gorgeous 3D.

Everything about the game is beautifully designed, with the emphasis placed on showing the stunning hot rods in all their glory. There's even a decent plot thrown in should you decide to get to grips with the Adventure mode. In it, boy racer, Max

Justice, is shocked to find that his father, Dr Peter Justice, has disappeared and in an effort to get to the bottom of it all, Jack takes to the streets of Monument City and beyond in a 30-mission saga where you race to retrieve objects, destroy bad guys, wreck cars and perform stunts.

Should you feel like a change of focus during Adventure mode, you can play the other single and multiplayer modes. Challenge mode consists of 18 stages where you generally have to smash something up or collect something shiny within a tight time limit. If you're successful, you get to unlock more *Hot Wheels* machines and proceed to even harder challenges.

The Drag Race mode is simply a good old-fashioned, full-throttle dash to the finish line against up to three other opponents around such imaginative tracks as Downtown, Desert and Ghost Town, and then

there's Battle mode, which allows you to disable your opponents with weapons.

For once here's a fun racing game that actually tries to add a little variety. It's not rocket science or the most high-brow game you'll ever play, but you'll be smiling from the moment you pick up the controller, which has to be a good thing. **Maura Sutton** NH

### VERDICT

GOOD



■ One of the few games that actually gives you a chance to use the GBA Link Cable.  
■ You can smash virtually everything you see on the screen to smithereens.

BAD



■ It's not one for serious petrol-heads who favour realism over cheap thrills.  
■ For some reason, the cars don't seem to handle corners well.

It's easy to be cynical about toy-based games, but *Velocity X* proves that they don't always have to be a dodgy marketing ploy. It's superb value for money, too.

8



❑ Don't try this at home kids, especially not in your Mum's car



NINTENDO  
GAMECUBE

LOG ON

<http://www.robotechgame.com>

IN BRIEF

Based on the legendary anime cartoon series, you get to take part in futuristic alien-fighting adventures with Transformers-style Veritech Mechs. Instantly switch between Battloid, Guardian and Fighter modes to fly, stomp and hover across different terrain types.

# ROBOTECH BATTLECRY

A PEDESTRIAN ANIME SHOOTER THAT FAILS TO LIVE UP TO THE CLASS OF ITS COMIC BOOK ROOTS.

**N**o-one ever said that comic books and cartoons had to be funny and the *Robotech* universe is certainly no barrel of laughs. Taking its cue from the hugely popular comic and TV series, *Robotech Battlecry* deals with dark topics such as the devastation of Earth by a global war, followed up by an equally cheery encounter with Zentraedi aliens that results in the deaths of countless more millions of people. It's a real hoot. Even the hero, Jack Archer, is an orphaned Veritech pilot. He's also a brand-new addition to the *Robotech* cast of characters.

Dark as it may be, the plot is actually very strong, which is more than can be said for the one-dimensional graphics and gameplay. You get to command a transformable Veritech Mech, which functions as a hover-bot, ground-stomping foot soldier and supersonic jet fighter. How you want to play each mission is up to you, although beautifully drawn anime advisers will occasionally pop up on your HUD display to give you hints about the optimum form to take during battle.

The Guardian incarnation is the best of the bunch. You get to hover above the post-apocalyptic cityscapes, picking off aliens with a flurry of missiles before soaring away to safety and tittering into your helmet.

The Battloid mode is less fun, due to the laboured movement of your craft along the ground and the less than stellar choice of weapons. The Fighter craft is the worst of all — gravity may well play havoc with the speedometer, but do dog-fights in space really have to be so turgid and tortuous? Sometimes it feels as if you only move a couple of inches during battle and it seems that all you're doing is spinning around in circles. Which, to be fair, you probably are.

Overall there's a huge sense of a game that could have been a lot better. Some of the anime storyboards are beautiful, but we've come to expect much more in the way of cut-scenes on GameCube. The backgrounds may be bright, but they're also very basic while the gameplay is just too repetitive to hold your attention for long. Definitely a missed opportunity. **Maura Sutton**



Ooh, look, a flying snail has just overtaken your Fighter Veritech — how embarrassing



❑ The storyboards look amazing, but we want more cut-scenes — this is 2003, not 1983



1-2  
Players

1  
Block

Price:  
£39.99

Release:  
14 February

Publisher:  
TDK



Stomping around teeny cars and trees is fun for a short time

## VERDICT

GOOD



■ There are some gorgeous anime-style storyboards that *Robotech* fans will love.  
■ It features *Robotech* favourites like Lynn Minmei and Rick Hunter.

BAD



■ The graphics would be better suited to the GBA than the mighty GameCube.  
■ The sluggish movement of the Mechs can be frustrating to the point of insanity.

If this were on the GBA we'd be raving about how cool it looks, but unfortunately it's on GameCube where you'd really expect more bang for your buck.

6



<http://www.midway.com>

Not to be out-fought by its older GameCube cousin, the *Mortal Kombat* army marches onto Game Boy Advance to try and make up for the sins of the original *Mortal Kombat Advance*. Expect claret and carnage on a grand scale, Fatalities and the comeback of MK's biggest stars.



With a game as bloody as *Mortal Kombat*, a move like Hat Throw sounds a little wussy to us

## MORTAL KOMBAT: DEADLY ALLIANCE

THIS VALENTINE'S DAY FORGET FLOWERS AND FOREVER FRIENDS BECAUSE A NEW MK GAME IS HERE AND IT'S GOT YOUR LOVED ONE'S NAME ON IT.

**R**enowned for its brutal blood baths over the years, *Mortal Kombat* has its second coming on Game Boy Advance this Valentine's Day, offering its trademark wall-to-wall blood and a dizzying array of punches, kicks and Fatalities once again. Let battle commence!

Shrinking the exceptional GameCube version was always going to be a hard task, but, on first impressions, this GBA version manages to pull off the feat well. Midway's developers haven't balked at the idea of giving the game a three-dimensional style with arenas that rotate as you side-step, fighter reflections and blood that stays on the floor to provide some neat eye candy. Just for once it's good to see a

multi-Nintendo console release where justice has been done to the looks of the GBA version, too.

Like the GameCube title, the portable version of *Deadly Alliance* comes with Arcade and Survival modes, two-player battles and a profile creator that will enable you to

continue your progress thanks to the cart's battery back-up. This in particular is a great idea as you can keep returning to earn Koinas by winning rucks that in turn will unlock the 120 Koffin extras in the Krypt, as well as keeping a record of your stats.



□ The polished floor shows off the clever Game Boy Advance reflections in a big way



□ *Mortal Kombat* Fact 27: Kung Lao is also a dedicated morris dancer

Price:  
£29.99

Release:  
14 February

Publisher:  
Midway





GAME BOY ADVANCE

## EVERYBODY WAS KUNG FU FIGHTIN'! HUH!

Rather than sticking to the tried-and-tested formula of previous *Mortal Kombat* encounters, new ideas have been incorporated into the fighting. Now your warrior can move seamlessly between different martial arts



□ You can change your fighting style mid-battle to put the heat on your opponent

just by pressing **L**, giving them a new roster of attacks at the touch of a button. Martial arts fans can expect the likes of Tai Chi, Shaolin Fist, Mantis and Kempo, so expect some awesome punch and kick combos when you flick between the different arts.

## "SHRINKING DOWN THE EXCEPTIONAL GAMECUBE VERSION WAS ALWAYS GOING TO BE HARD."

► Unfortunately though, the portable version has suffered in some minor respects. Compared to its GameCube cousin, the number of fighters has been trimmed to just 12. Scorpion and Jax sit alongside new recruits Li Mei, Frost and Kenshi, while firm favourites such as Kano and Sub-Zero will be unlocked as you progress.

There are also some in-game flaws that see you waiting for a victory to be awarded even when your opponent has been finished off, a camera view that

sometimes fails to keep up with the action and a hint of wiffy collision detection that occasionally makes it hard to know if you've registered a hit. These are only minor flaws, however.

The fighting is always frantic, there's blood and gore at every hit and mini-games help to break up the battles. And the fact that you can return to continue your progress is a definite plus, providing GBA owners with a decent title that vastly improves on *Mortal Kombat Advance*. **Tim Street** IGN



Instead of tilting his head back, Frost tried an unconventional way of stopping a bleeding nose



□ Sonya's new repertoire of moves included the infamous Nazi goose step. Achtung, baby!



□ After not washing for a week, Scorpion tried out his B.O. Basher attack on Kitana. Very effective

## VERDICT

GOOD	■ Impressive 3D effects, reflections and animation make this one of the best.
+	■ The fluid, graceful fighting styles mean that this is very easy to pick up.
BAD	■ Sometimes the camera is too slow, making it impossible to see what's coming.
-	■ The list of <i>Mortal Kombat</i> characters has been shortened, which may upset some.
FUN	With simple combos and blood on every connection, <i>MK</i> fans will love it.
VALUE	Create a profile and get battling because learning every move and Fatality is a must.
LIFE	With over 100 extras and two-player link-up as well, there's loads in here.

*Deadly Alliance* puts *MK* back on the GBA map with a beat-'em-up that looks and plays like a respectable title. Let the old *Street Fighter* versus *MK* rows commence!





LOG ON

<http://www.infogames.co.uk>

IN BRIEF

The diminutive racers return, bringing their usual collection of wacky races, crazy characters and weird weapons to the Game Boy Advance.

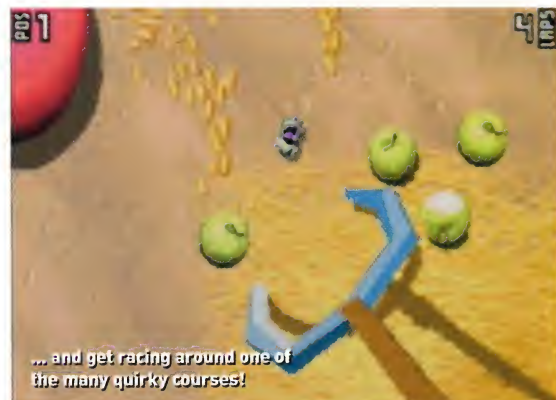
DETAILS



Price:  
£29.99

Release:  
Out Now

Publisher:  
Infogrames



# MICRO MACHINES

THOSE MINI-RACERS ARE BACK FOR ANOTHER GRAND PRIX ON THE GBA.

**T**he *Micro Machines* bandwagon has been rolling for years, with titles first released back in the days of the original Game Boy with its green, blurry screen. But no matter how old it is, the idea is so good that it never needs to change. And we gladly report that it hasn't.

A *Micro Machine* is essentially a miniature vehicle that you race around makeshift tracks in a seemingly massive world, and this is exactly what makes *Micro Machines* so compelling.

Races can take place everywhere from a room in a house, to a garden and even on a pond. Depending on the area, the tracks are marked out in crayon, dirt, or scattered objects and furniture, all of which are huge



☐ Just as in other *Micro Machines* games, you can use the weapon pick-ups to wreak havoc on your fellow racers and elbow your way into first place

in comparison to your diddy vehicle. And surprisingly, the larger objects have been modelled in 3D just like in *Micro Machines 64 Turbo* on the Nintendo 64.

Your choice of vehicle changes depending on the course, with bikes, cars and 4x4s for tracks on land and boats if you're racing on water. Each of them handles quite differently with varying top speeds, levels of grip, weight and turn speed. And you'll have to use them all as you race through the Championship mode.

Because of the overhead view, you don't see bends until you're almost on them, so winning a race is all about familiarising yourself with the courses so you know which way to turn next. However, with up to three other racers shoving you around and using weapon pick-ups to knock you off course, it's never easy. The weapon pick-ups have





GAME BOY ADVANCE



❑ Avert your eyes, kiddies. We know what chaps like that get up to in the bath



❑ The game moves so fast that corners can be on you before you know it

always been a great part of *Micro Machines* games, and worry not, there's no shortage of them here.

The bottom line is that *Micro Machines* hasn't changed. Speeding around a kitchen floor, up a ramp to the table and dodging plates and glasses is as enjoyable as it ever was, and if you link-up with friends, *Micro Machines* will give you many hours of top fun.

Mike Jackson

## VERDICT

GOOD



- Racing tiny vehicles around courses in a house is as fun as it's ever been.
- The four-player link-up mode is one of the best on the GBA, even with one cart.

BAD



- The small screen can make seeing bends in time very difficult.
- Some of the courses can be frustrating with awkward jumps and obstacles.

*Micro Machines* is a classic game, and this GBA effort has retained all the fun of its console counterparts with great tracks and an ace multiplayer mode.

8



Price:  
£29.99

Release:  
Out Now

Publisher:  
Infogrames

Verdict:

4

## DUNGEONS AND DRAGONS: EYE OF THE BEHOLDER

**T**he people of Waterdeep fear a new evil is rising and you've been charged with searching the sewers of the town and destroying the evil within.

Your investigation is made in a first-person style where you move through squares, just like the old *D&D* games of the early 90s, and the battles use a vintage isometric turn-based approach. Despite the many characters and skills to acquire, it's all rather unexciting, making this alright for anyone who played the game years ago, but too dated for everyone else.



The turn-based battles are dated and won't appeal to many modern gamers

## JUSTICE LEAGUE: INJUSTICE FOR ALL

**I**f you're a fan of DC Comics and all their great characters, *Justice League: Injustice For All* could be your dream come true.

The Justice League is a team of crime-fighting heroes including Superman, Batman and The Flash who collaborate to fight dirty villains and evil-doers.

*Justice League: Injustice For All* is a side-scrolling game that'll mostly have you fighting enemies and bosses in an attempt to restore law and order. Each mission gives you control over two heroes with their own special abilities. Sadly, there's nothing inspiring about this title, you just fly or run, shoot, collect a key or press a switch — that's all there is to it.



Superman is just one of the stars in this less-than-super game



Price:  
£29.99

Release:  
Out Now

Publisher:  
Midway

Verdict:

6



## ATV: QUAD POWER RACING

**T**he Game Boy Advance got a prime cut of 3D off-road racing when *V-Rally 3* arrived early last year. Now it's time for more mud-splattering, power-sliding action with the release of *ATV: Power Quad Racing*.

The first thing that'll catch your eye is the full-3D graphics used to build the vehicles and environments. There are several different types of scenery, from muddy forests to snow-covered tracks with hills and trees on each side, all running smoothly on the 32-bit handheld.

As well as an Arcade mode, *ATV: QPR* offers a Challenge mode where you are set targets for a race that you must complete before moving on to



At that speed, the Flux Capacitor should be ready to kick in any time now...

the next circuit. As you progress, you'll unlock new courses that can be selected in the Arcade mode, and get to drive faster quads.

Our major qualm with *ATV* is that it gives you the feeling of racing in a time-trial rather than against other opponents. You start the race alone and simply overtake the other racers as you go. Instead of having to out-drive the rest of the pack, it's more a case of going quick enough in order to catch them up before the race ends. This reduces what would have otherwise been a very high score. But with great handling and 3D visuals, *ATV: QPR* should not be ignored. **Mike Jackson**



The lack of excitement makes the races feel like time-trials

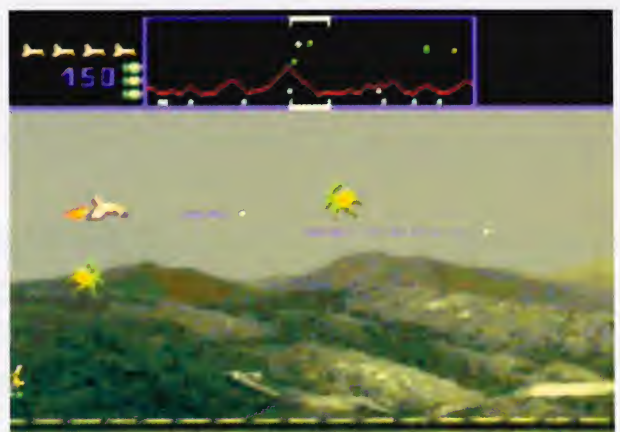
## DEFENDER



*Defender XGP* is supposed to build on and improve the original game. Wow, guys, that's um... a revolutionary job you've done there...

**Y**et another 1980s arcade classic comes to GBA, but can it entertain 21st Century gamers? People who used to play the original might be able to appreciate it, but will anyone else care for its retro style?

Midway obviously think so and have decided to squeeze three titles into this little cart. The first is the original arcade version, which is unaltered. Then there's the old game that has been given a graphical overhaul and retitled it *Defender XG*. Finally, they made an entire new *Defender* game called *XGP*, but quite frankly, they shouldn't have bothered.



This is more like it — but only just! The original *Defender* gets a graphical overhaul in *Defender XG*, but why tamper with a classic at all?

In *XGP*, the core idea of *Defender* has remained, with the addition of new ships and weapons, but unfortunately the handling of the ship is shameful and you'll be frustrated when the aliens constantly hit you. The aliens also blend in with the backgrounds making them hard to spot, and with unimpressive visuals and sound effects that are worse than the original, you won't enjoy this at all.

The inclusion of the original arcade game is the only appealing feature of this shocking GBA title, so unless you're a retro games freak, keep well away! **Mike Jackson**





GAME BOY ADVANCE

# LEGENDS OF WRESTLING II

CLASSIC STARS OF WRESTLING RETURN TO THE RING, BUT THIS IS ANYTHING BUT A GLORIOUS REBIRTH. ANYWAY, IF YOU LIKE BIG FELLAS IN SMALL PANTS, READ ON...

**R**emember the awesome Legion of Doom, or super-cool Bret the Hitman Hart with his pink spandex pants? If you do, then hearing about *Legends of Wrestling II* on the GBA will probably have grabbed your attention like one big, sweaty man grabbing another.

However, soon after whacking this into the cart slot of the Game Boy Advance and flicking the power

switch, we realised that it'll disappoint even the most passionate wrestling fan.

There are three game modes in *Legends of Wrestling II*: the Exhibition mode will place you in the ring in a single, tag-team or three and four-way bouts while the Career and Tournament modes see you take a wrestler from obscurity and try to become the undisputed wrestling champion of the world. But is it fun to play? Err... to be honest, no.

We can't stress heavily enough how painfully slow this game is. It literally hurts to watch the jerky animation of the wrestlers as they move with an underwater-style slowness. And the sprites are so blurry that you won't know who's on the better end of a grapple until one of the wrestlers is slammed onto the canvas.

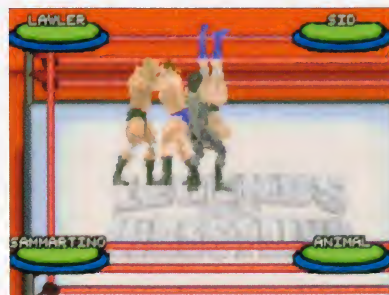
A wrestler biography option attempts to improve the package for loyal wrestling fanatics, giving you



❑ When you've gotta go, you've gotta go. The crowd seem to be enjoying it, though

character profiles of the classic wrestlers, but this is hardly a reason to rush out and buy the game. How about a link-up option? Yeah, that would have been nice! Oh well, never mind.

Wrestling games haven't done particularly well on the GBA in the past and if you must have grapple action on the go, we'd strongly suggest that you buy the slightly superior *WWE X8*. **Mike Jackson**



❑ If this looks like fun to you, you should probably seek out a psychiatrist immediately

Price:  
£19.99Release:  
Out NowPublisher:  
Acclaim

Verdict:

3

# DISNEY SPORTS FOOTBALL

**F**ootball games on the Game Boy Advance always seem to feature the same old options: Exhibition, Tournament and Penalty Shootouts. But for anyone who's looking for some portable footy with spice, look no further than *Disney Sports Football*.

Yes, this game also features the above options, but adds a fun arcade style to them. You'll also find a mini-games option where you have to complete challenges like keeping possession of the ball whilst dribbling or scoring from dead-ball situations.

THE *DISNEY SPORTS* SERIES DELIVERS FOOTBALL TO YOUR GBA WITH ALL THE USUAL WACKY TWISTS.



❑ 'Take that and party!' Mickey does what successive generations of Englishmen couldn't

On completion of the mini-game objectives, you'll be rewarded with power-up items. These can be used during a game, giving you super-strong shooting power or blistering running speed and if used properly can result in some truly scorching goals.

The general standard of the presentation and in-game visuals are a high and you'll be greeted by one of the sharpest intro movies we've ever seen



❑ The mini-games add an element of fun that's all too often missing from other GBA football games

on the GBA. Out on the field, all the characters are big and colourful, and the large ball is easy to see as it pings around.

But the most important thing is fun and there's no problem in that area because once you get used to the controls and power-ups, *Disney Sports Football* can be a very entertaining game. There aren't many better GBA footy games to keep you amused on a long journey. **Mike Jackson**



❑ The mice look to make a breakthrough before their half-time cheese and nuts

Price:  
£29.99Release:  
Out NowPublisher:  
Konami

Verdict:

7



## TENNIS MASTERS SERIES 2003

**I**n *Tennis Masters Series 2003* you'll find a truly excellent tennis title. Choose from one of the 16 made-up players available and work your way around the world beating all who stand in your path.

There's a large selection of shots to choose from utilising both the face and shoulder buttons of the GBA, and

positioning the ball is a doddle. The level of computer opposition is good and the rankings given to each player really make a difference to their levels of ability.

The graphics aren't spectacular, but they are clear and bright, and the speech and sound effects really help in bringing the game to life. **Dominic Wint**



There's a wide variety of courts on offer, including clay and grass, and they're all based on real stadia from around the world



Singles and doubles matches are catered for, but it's men only we're afraid, so Kournikova fans be warned

## THE ADVENTURES OF JIMMY NEUTRON VS. JIMMY NEGATRON

**W**hile on a school science trip, Jimmy Neutron is kidnapped and transported to another dimension by his nemesis, Jimmy Negatron, and must complete all sorts of challenges to get home.

This shameful attempt at a 3D platform game falls short in every department. The graphics are too dark and the monsters are often impossible to see.

Progressing through the levels requires the patience of a saint and you'll need pixel-perfect movement to succeed. The frustrating experience is made even worse by a diabolical camera that does its best to show you everything except what you want to see. Avoid this stinker at all costs.



Shoot the dinosaur and avoid the lava. This should be easy, but it proves impossible. This game is shockingly bad

## BUBBLE BOBBLE OLD & NEW

**R**e-released classic games are still coming to the GBA by the truckload and here's another in the form of *Bubble Bobble Old & New*.

As the title suggests, this is a remake of the old-skool hit *Bubble Bobble*, but as well as a graphically improved version, you also get the original game on the same cart. The idea of *Bubble Bobble* is simple; trap creatures in a bubble and pop it to destroy them. When all the enemies are defeated you move on to the next stage.

Years ago this was pretty close to gaming heaven, but now it seems a bit dated and we can't see it entertaining you for long — unless you're absolutely determined to crack level 15. It's certainly not easy!



Now that's what we call bubble-blowing, enemy-popping, cute, green reptilian action





**GAME BOY ADVANCE**™

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This month it's the battle of the wheels as Joytech and Logic 3 go head-to-head plus we also check out a collection of larger memory cards.

■ WilliamsF1 Team Racing Wheel ■ Joytech  
■ £39.99 ■ 01753 496 700

After months of waiting, the lads at Joytech have finally given *NOM* an exclusive hands-on test of their new WilliamsF1 Team Racing Wheel. The Williams badge isn't just there to look pretty though as Joytech has worked alongside the team's technicians to put together an accurate replica of the steering wheel in Juan Pablo Montoya's F1 car.

**Verdict:** Working with the WilliamsF1 team has paid off, because the Joytech boys have designed a solid wheel that works superbly. And with rumble feedback and great pedals this is our wheel of choice **9/10**

#### Digital display

The display on the face of the wheel indicates everything from your turning, to the wheel-sensitivity level and even a digital clock and stopwatch.

#### Dual-Bearing Management System

Joytech has used ball-bearings and steel springs to create a sturdy but smooth-turning wheel that'll take heavy duty punishment.

#### LED Accelerator Pedal Indicator

Push the accelerator and these lights will show you how much pressure you're applying. This isn't much use, but it looks cool.

#### Shift-Tronic Gear Stick

If you're not one for the F1-style of gear changing, you can use this side-mounted gear stick that will allow you to shift through gears with a simple click up or down.

#### Sensitivity Setting Button

Different games play better with different amounts of sensitivity. Hit this button to choose from four levels and you can set the wheel to play well with any driving game.

#### Leg Supports

Put the wheel on your lap and you can use these legs to stabilise the base of the wheel. And you can take them off and use the suckers underneath for use on a table.

#### Gear-Changing Paddles

Just like in a real F1 car, there are paddles behind the wheel on the left and right so you can change gear without taking your hands off the wheel. Another authentic touch.

#### Pedals

Joytech has evolved the usual designs and created these centrally hinged pedals, which are far more comfy, so you won't push the base away or get sore ankles.





- Top Drive Pro ■ Logic 3
- £29.99 ■ 020 8902 2211

**Verdict:** Logic 3 has done a good job improving on their previous wheel, with smooth and responsive turning mechanics and a cooler looking design, too. There are also high, medium and low sensitivity settings to suit your taste, and the pedals won't slide away when you plant your foot on them. It's cheaper than the Joytech wheel, but lacking the features to scoop a higher mark. **8/10**



- Games Wallet ■ Pro Play
- £4.99 ■ 01706 656 633

**Verdict:** The bulky DVD-style cases that GameCube games come in can be a pain if you want to carry a large number of them to a mate's house or wherever your journeys may take you. But with this handy wallet, you can carry 12 games with the greatest of ease. **7/10**



- Creative Inspire 2.1 2400 Speaker Set ■ Creative
- £39.95 ■ 0118 934 4322

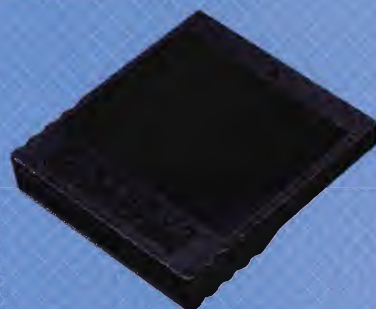
**Verdict:** If you can't afford a 5.1 surround sound set-up, this is just what you need. Two small speakers and a sub-woofer will give you deep but clear stereo audio from your GameCube, or anything with a stereo-out jack. With this plugged in, the laser blasts of *Star Wars*, or the metal crunching crashes of *Burnout* will sound ten times better. **8/10**



## THANKS FOR THE MEMORY...

With games like *FIFA 2003* and *Aggressive Inline* using in excess of 30 blocks of data, the standard Memory Card 59 is just not big enough. But a wave of new larger cards are arriving, which we would strongly recommend to anyone with a large collection of games. Here's what to look out for...

- Memory Card 251
- Nintendo
- 251 blocks
- £19.99
- 02380 623 200



- 64Mb Memory Card
- Pro Play
- 1,019 blocks
- £19.99
- 01706 656 633



- Logic 3 Memory Card
- Logic 3
- 1,019 blocks
- £19.99
- 020 8902 2211





# LETTERS

nintendoletters@emap.com

We always like to know what you think about the world of Nintendo and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, *Nintendo Official Magazine*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU  
→ **E-mail us:** nintendoletters@emap.com  
→ **Text the editor:** Start your message with TXT and send it to 84070. Each message costs 25p to send

## IDIOT OF THE MONTH

### Violence is the key

To celebrate the first anniversary of GameCube, I reckon that Nintendo should make a violent *Mario* game. It would be great. Mario could have guns and Peach would be captured by a mummified Bowser with the game being played in a *Matrix* style. Although this is not good for young *Mario* fans, it may sell to a market of older gamers. I'm only suggesting this as all my friends are complaining that GameCube has too many babyish games.

**Benjamin Gorman, London**

→ A small word of advice from the team here at *NOM*: Stop listening to your friends' rubbish remarks. A violent *Mario* game? That's like suggesting making a child's version of *Die Hard Vendetta*. It's just plain stupid!



### Scrum down

I really like GameCube and I think it's the best console ever, but I really like rugby as well. I don't seem to be able to find any rugby games for GameCube. So I'm asking you *NOM*, Will there be any coming out in the near future?

**Tim Trodd, Kempston**

→ Rugby games are difficult to bring to consoles. Don't ask us why, but they tend to be a bit boring and don't really capture the essence of the game. We haven't heard any news on a rugby title for GameCube, or any other console for that matter.

### Aces high

Could you please tell me when *Mario Tennis* will be coming out on GameCube. It was easily one of the most enjoyable games on N64 and I enjoyed giving my mates a good beating on the court.

**Ahmed Ali, London**

→ No official word from Nintendo yet, Ahmed. It's not on the release schedule for 2003 as yet, so we'll just have to wait and see.

### To be this good takes ages

Why hasn't Sega released its best games for Nintendo? Games like *Shenmue*, which I used to have and which was the most realistic game, *House of the Dead*, which I

think everyone would enjoy and *Power Stone*, which I believe is better than *Super Smash Bros. Melee*. I don't know where I saw it, but I read somewhere that Sega was going to make games mostly for GameCube yet they're leaving out their best titles. So what I'm asking is, will a *Shenmue*, *House of the Dead* or *Power Stone* game ever be released on GameCube in the UK?

**Gordon Dahms, via e-mail**

→ Sega has been pretty good to all three consoles, but it's a great shame that games like *Shenmue* haven't made an appearance on GameCube.

Sega recently announced that they would be producing more multiformat titles, so we'll have to hope that Nintendo gets some.

### Quiet at the back

I may be a bit biased myself, but I can't understand the media's attitude towards GameCube and Nintendo in general. All the shops' Christmas guides have the GameCube at the back on a single page. And the best they

can say about it is: 'It's really small'. Supposedly independent reviews only mention the PS2 versions of multiformat games such as *FIFA 2003* and *TimeSplitters 2*. While Sony will release anything and Microsoft can barely give an Xbox away, Nintendo can still come up with innovations such as the WaveBird, which are totally original and brilliant.

**David Goodsell, Hounslow**

→ We can't understand it either, David. But don't let it worry you too much, as long as you've got a GameCube and some of the finest games that money can buy then it's okay.

### More 64

I know they will be making a GBA add-on for the GameCube, I just wanted to know whether there will be an add-on for GameCube to play N64 games?

**Nico Man, London**

→ No plans as yet for an N64 version, but it would be pretty cool to play through some of the N64's finest moments on the GameCube. Here's hoping!

You shouldn't have any trouble hitting the target on GameCube



### Straight shooter

I have always been a fan of Nintendo, but have used PCs as they've had higher-quality First Person Shooters for a lot longer. When I saw the GameCube I became an instant convert and bought one. I am now having a problem with the controller as I have always used a mouse and keyboard. What are the chances of GameCube getting a mouse and keyboard add-on?

**Matt Spencer, Lingdale**

→ No news yet on a mouse for GameCube although there was a keyboard released alongside *Phantasy Star Online* in Japan. The only problem we've found with using the controller is that on some FPS games the characters don't turn fast enough, other than that we think it's pretty damn good.



## QUICKFIRE QUESTIONS

➤ Is *Grand Theft Auto 3* going to be released on Game Boy Advance?

**Edward Davies, via e-mail**  
NOM: No

➤ Will another *Star Fox* game be coming out on GameCube?

**Johnny Dixon, Leeds**  
NOM: Yes

➤ Is *Half-Life* coming out on GameCube?

**Anon, via e-mail**  
NOM: No

➤ Is the CubeCar available to buy anywhere?

**John Simpson, Stoke**  
NOM: No

## I love the darkness

*Eternal Darkness* is one of the best games I have ever played! In my opinion it beats *Resident Evil* hands down. Anyway, I think *Eternal Darkness* is pure genius, so much so that I am surprised it wasn't devised by the immortal Mr Miyamoto.

**Kris Pithers, Hutton**

➤ *Eternal Darkness* is a breath of fresh air in the often mouldy-smelling world of licensed games and tired cash-ins. Everyone should at least have one go on it.

## Don't panic

With Rare leaving, do you think the Big N will make an unofficial *Perfect Dark*-style game for GameCube?

**Chris Jarvis, via e-mail**

➤ Why would they bother when *Metroid Prime* is so utterly brilliant?

## The other brother

Waluigi hasn't been in a game of his own, so is Nintendo going to give him his own title on GameCube? I think this would be a good idea because Waluigi is a cool character. I know there'll be a *Wario World* game soon, but I want Waluigi!

**Gavin Grant, Glasgow**

➤ He probably won't be in a title by himself, but we're sure he'll turn up in *Mario Golf* and *Mario Tennis*.

## The World Wide Wait

Is Nintendo planning to go online? I reckon that Xbox's sales are going to soar due to the fact that they are launching Xbox Live very soon. Most games you can enjoy playing on your own, but games such as *TimeSplitters 2* would be fantastic online because loads of players would be able to blast it out with each other. Online gaming will probably be the future and Microsoft and Sony have already got huge plans for their consoles' online capabilities.

**Vincent Law, via e-mail**

➤ The GameCube is already online in Japan and the USA, but there's no specific date for a European launch. This may be due to the current lack of broadband subscribers in Europe. The GameCube does support online gaming, but it's not as important to the company as it is to Microsoft or Sony.

## Where are the animals?

Please, please, please can you tell me when *Animal Crossing* is going to be released here in the UK? I don't want a 'March' or 'April', I want an actual date. You must have some clue of when it will be released. Don't try and fob me off with your nonsense, just tell me the damn release date. Please?

**Simon Hunkin, via e-mail**

➤ We can't. We don't know. Nobody knows. It hasn't even been scheduled for a European release. When we know, you'll know.



## Reading time

I have heard a great deal about the e-Reader and I think that it is a great idea bringing past NES classics onto GBA. I can just imagine people sitting on their verandas at the front of their houses swiping the cards back and forth. There'll be people remembering the wonderful days when they were young as the memories come rushing back to them and there'll be people teasing themselves with laughter at the good old days when the technology wasn't very advanced. I think that the e-Reader will be very successful if the prices aren't very high and there were more mini-games being made. There would be people swapping them and people would have the pleasure of old and new games.

**James Eastcott, Wimbledon**

➤ The e-Reader is a really cool invention. We reckon £30 for the machine and £4 for the games and Nintendo will have another winner on their hands.

## Buy a game

I think that the Don't Buy A Game week was a bit of a rubbish idea. Games are much cheaper now, in real terms, than they were five or

six years ago. And if you pay full price for a game then you're a bit silly anyway. A bit of shopping around will save you loads of money. Buy more games, they rock!

**Dan Wagstaff, Kent**

➤ We'd all like games to be a lot cheaper than they are, that goes without saying. But like Dan says, if you shop around you can find some really good bargains.

## Wave the wand

I've heard loads of rumours that as well as *The Legend of Zelda: The Wind Waker*, Nintendo is releasing a remake of *Ocarina of Time* and a version of the 64DD's *Ura Zelda* for GameCube. The only trouble is it's just in Japan. Please tell me any details about a European release — this is the coolest thing I have heard in ages.

**Duncan Riley, Aldershot**

➤ Those who pre-ordered *The Legend of Zelda: The Wind Waker* in Japan received a bonus package with *Ocarina of Time* and *Ura Zelda*. Rumours are flying around that this package will make it across to European shores, but as a stand-alone package. We've got no more news as yet, but you can be sure that we'll tell all as soon as we know anything. Just keep your fingers crossed!

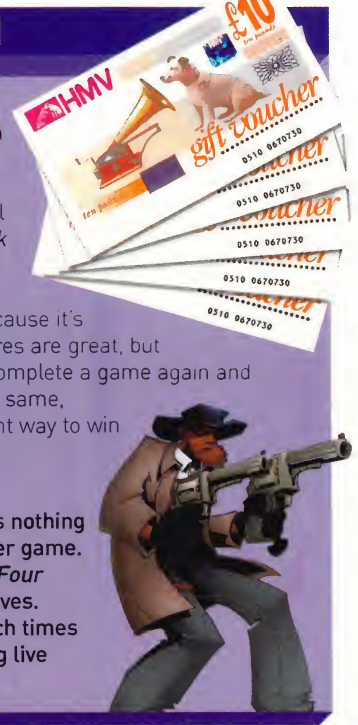
## ★ LETTER OF THE MONTH

### Four times the fun

I believe all games should have a multiplayer mode for the simple reason that it's what keeps me playing. It is the reason why I still play *GoldenEye 007*, *Perfect Dark* and *Mario Kart 64*. I love nothing better than winning a race or blowing my brother to pieces because it's great fun. Single-player adventures are great, but you don't wake up every day to complete a game again and again for fun, because it's all the same, whereas there's always a different way to win in multiplayer modes.

**Julian Hawes, Maid's Morton**

➤ You're right, Julian. There is nothing finer than a good multiplayer game. *FIFA 2003*, *TimeSplitters 2* and *Four Swords* are our current office faves. We waste hours of valuable lunch times trying to thrash each other. Long live the multiplayer!





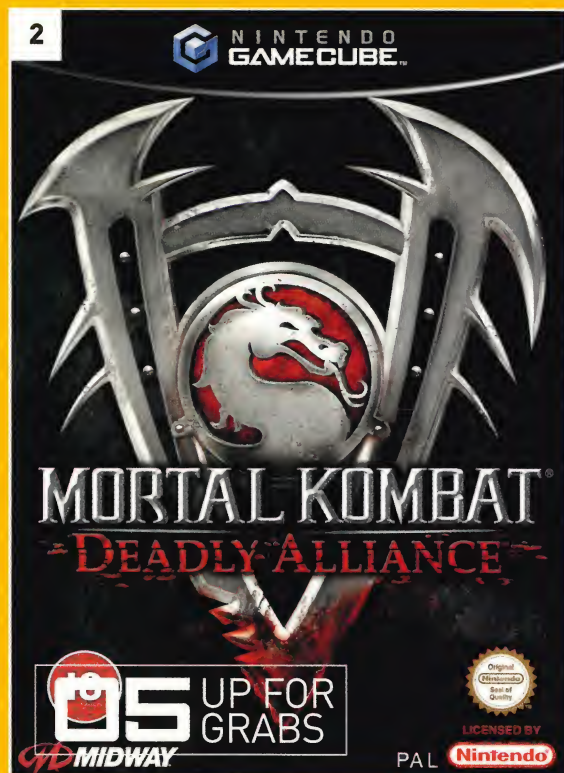
# win all this cool stuff

Things to make your gaming life better. That's the theme of this month's competitions. To be in with a chance, just phone **0905 053 110**, then add the number of the competition at the end. So if you're entering the *Mortal Kombat* competition, dial **0905 053 1102**. Answer the question, leave your name, address and daytime telephone number and we'll call you on 10 February if you win. Don't forget to ask permission from whoever pays the bill before dialling.

1



**01** UP FOR GRABS



## 1. GameCube

Didn't get one for Christmas? Maybe you did but you want another one to put in the bathroom. Either way, a new GameCube can be on its way to you if you enter this competition. And what a year of games you've got to look forward to with the release of *Zelda*, *Metroid Prime* and *Resident Evil Zero* to name just three. If you want to get your name in the hat and be in with a chance of taking home a GameCube, just answer this:

**Q. What is Mario's surname?**

- ☐ A Mario
- ☐ B Luigi
- ☐ C Smith

## 2. Mortal Kombat: Deadly Alliance

*Mortal Kombat* is back on track, and it's returned with a vengeance. *Mortal Kombat: Deadly Alliance* is as brutal a fighter as you'll ever play and its smooth graphics and devastating fighting styles make for a classic beat-'em-up experience. Thanks to Midway, we've got five copies of the GameCube version to give away if you can answer this question:

**Q. What are the finishing moves called in *Mortal Kombat*?**

- ☐ A Fatalities
- ☐ B Casualties
- ☐ C Lethalities



3

03 UP FOR GRABS



### 3. WaveBird controllers

Be bog-eyed no more with the arrival of Nintendo's wireless WaveBird controller. It feels just like a regular pad, but thanks to the use of RF technology, the pad can be used from the other side of a room. It scored a 9/10 in our Gadgets section and we'd highly recommend getting your hands on one. Thanks to Nintendo, we've got three to give away if you can answer this:

**Q. What does RF stand for?**

- a. Really Far
- b. Remote Fluctuation
- c. Radio Frequency

### 4. Godzilla Destroy All Monsters Melee

Godzilla has to be the surprise game of the month. It's fun, it's easy to get to grips with and it's packed with enormous monsters destroying huge buildings and beating each other up. We like it so much we scored it eight and we think you'll enjoy it too. *Destroy All Monsters Melee* is out to buy now, but thanks to Infogrames you can get your hands on a free copy by answering this:

**Q. When was the original Godzilla movie released?**

- a. 1999
- b. 1901
- c. 1954

### 5. Herao Soundstage

TVs are very good at showing you nice pictures, but if you want high-quality sound then you'll need to invest in some sort of speaker set-up. Herao's Soundstage is one such device that will please both your ears and your wallet. Usually selling for £39.99, we've got our hands on five Soundstages to give away to you, thanks to the guys at Central Pacific. Just answer this question:

**Q. What shape are the Soundstage speakers?**

- a. Cuboid
- b. Sphere
- c. Rhomboid

### 6. Star Wars Bounty Hunter

What a glut of *Star Wars* games we've had recently, with the Force powers from *Jedi Knight II* to the frantic blasting of *The Clone Wars* and we enter the New Year with another barnstorming slice of *Star Wars* action. In *Bounty Hunter* you get to be Jango Fett, how cool is that? You could go out and buy yourself a copy of this top action game, but thanks to Activision you can win yourself a copy. Just answer this question:

**Q. What is Jango's ship called?**

- a. Slave 1
- b. Beast 1
- c. Trooper 1

4



05 UP FOR GRABS

5



05 UP FOR GRABS

6



05 UP FOR GRABS

**Terms and conditions:** Calls cost 50 pence per minute. Calls last two minutes. Please get permission from bill payer before calling. *Nintendo Official Magazine* and the companies providing prizes accept no liability for injuries or damage sustained while using competition prizes.

All entries for the competitions must be received by 07/02/03 to qualify.

The winner will receive the stated prize from the competition they have entered. If for any reason beyond the promoter's control it is not possible to provide the stated prize, the promoter reserves the right to award an alternative prize of no lesser value.

The promoter's choice of prize is final. There is no cash alternative available. No entries can be

returned and the promoter will enter into no correspondence. Prize draw takes place on 09/02/03, and the winner will be notified within one day of the draw. The winner will be chosen at random from the correct entries received. Open to UK and overseas residents. We reserve the right to use the winners in any publicity. No employees of EMAP or other companies involved in this promotion are eligible to enter. No purchase necessary. The Editor's decision is final. Only one entry per household. The promoter excludes responsibility for applications that are lost/delayed/incomplete.

**PLEASE NOTE:** You must be 18 years or over to enter the *Mortal Kombat* competition.



You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you are entering the Herao competition, write to: **Competition 5, Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.** Closing date is 7 February 2003.



# HIGH SCORES & CHALLENGES

Now that you've got loads of new games for Christmas, you'll probably want to do two things: firstly show the rest of *NOM*'s readers how good you are and secondly win yourself a new controller. If either one applies to you, you'd better get entering these challenges quick-smart.

## 1 TIMESPLITTERS 2: FASTEST TIME IN ADIOS AMIGOS DEATHMATCH

Head into the Amateur Arcade League and make for the Beginners Series. The first game you come to is the Adios Amigos deathmatch. All you've got to do is waste ten enemies in the quickest time. It's simple — if you're a killer, that is...

Even beginners should be able to clock up a respectable time for this challenge. The key is to get the Plasma Autorifle — complete with grenades — and then kill everything in sight. Getting a time of one minute or less should stand you in good stead.

1. Dominic Wint .....	1:13:20
2. Mike J .....	1:14:40
3. Tim Street .....	1:16:10
4. Kingsley Singleton .....	1:19:30
5. Rich Marsh .....	1:21:40



## 3 HARRY POTTER AND THE CHAMBER OF SECRETS: LONGEST GNOME THROW FROM THE WEASLEY'S GARDEN

Right at the start of the game you'll get the chance to prove your gnome-throwing abilities by de-gnoming the Weasley's garden and throwing the pesky blighters into the adjacent field. First place goes to the person who can get their gnome the furthest.

Harry can spin around seven times before he drops the gnome and gets laughed at by Ron. Get the throw as straight as you can and those little brown pests should be sailing over the wall.

1. Tim Street .....	398
2. Dominic Wint .....	378
3. Rich Marsh .....	370
4. Mike J .....	355
5. Kingsley Singleton .....	0 (conscientious objector)

## 2 STAR FOX ADVENTURES: HIGHEST SCORE ON THE FIRST ARWING APPROACH TO DINOSAUR PLANET

As well as the excellent adventure game, Fox McCloud also gets the chance to pilot his trusty Arwing spaceship in *Star Fox Adventures*. All you've got to do is get the highest score as you approach Dinosaur Planet for the first time.

There are no real hints for this challenge, just destroy everything that moves and fly through as many gold and silver rings as you possibly can. Come on! Chop, chop!

1. Mike J .....	1,850
2. Rich Marsh .....	1,700
3. Tim Street .....	1,395
4. Kingsley Singleton .....	1,275
5. Dominic Wint .....	895



## 4 BURNOUT: FASTEST LAP ON THE INTERSTATE COURSE

An oldie, but a goody. All you speed freaks out there, go to the Time Attack mode, select the Muscle car (manual or automatic) and head to the first Interstate course. Now just belt around the track and get as fast a lap as you can.

We highly recommend that you use manual transmission, as it'll really knock seconds off your time, and it goes without saying that you should try not to crash at all. Bear in mind that the traffic isn't random at all, so learn the patterns and act accordingly.

1. Tim Street .....	1:58:159
2. Dominic Wint .....	2:00:361
3. Rich Marsh .....	2:02:990
4. Kingsley Singleton .....	2:05:528
5. Mike J .....	2:05:886





# RESULT TABLES



## 1 TIMESPLITTERS 2: HIGHEST SCORE IN BEHEAD THE UNDEAD CHALLENGE

A great challenge for a truly great game. We had loads of entries for this decapitation derby, but David Every's massive score beat everything in its path. If you see him in the street, run.

1. David Every .....	133,950
2. Leigh Adhins .....	109,150
3. Richard Hirst .....	102,150
4. Charlie Burnett .....	57,425
5. Dan Johnston .....	55,200



## 2 TIMESPLITTERS 2: LONGEST TIME WITHOUT CATCHING THE VIRUS IN BURNS DEPARTMENT

Another fine *TS2* challenge and it's pretty obvious where David Every's been spending most of his time. Go out and get some fresh air, Dave, you'll need all your strength to hold your new JOYTECH pads.

1. David Every .....	3:00:00
2. Lee Morris .....	2:58:12
3. Simon White .....	2:55:89
4. Jason Buckley .....	2:55:64
5. Harry Kershaw .....	2:54:90



## 3 SUPER MARIO SUNSHINE: FASTEST TIME IN NOKI BAY, IL PIANTISSIMO'S SURF SWIM RACE

Even after you've finished this fantastic adventure there are still plenty of reasons to keep playing. Il Piantissimo's Surf Swim race is just one of them and Luke Hawthorn obviously thinks so, too.

1. Luke Hawthorn .....	00:35:55
2. Daniel Thorne .....	00:35:98
3. Ian Waterhouse .....	00:37:90
4. Paul Dobson .....	00:37:95
5. Walter Beecham .....	00:38:88



## 4 SUPER SMASH BROS. MELEE: FASTEST TIME IN EVENT 4, DINO WRANGLING

We're going to start running out of *SSBM* challenges soon. Your entries keep on coming in and they're always miles better than ours. Three winners share the prize this month.

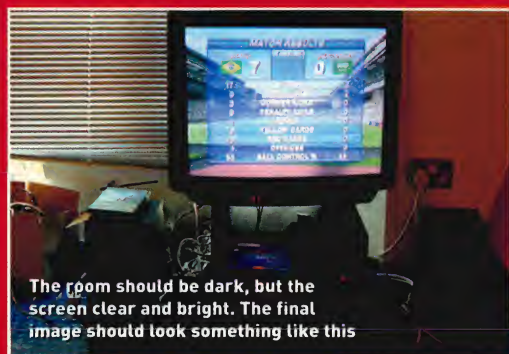
1. Andy Ayliffe .....	00:00:52
=1. Ryan Bembridge .....	00:00:52
=1. Sam Lefley .....	00:00:52
2. David Every .....	00:00:53
=2. Greg Foreman .....	00:00:53

## CHEATS NEVER PROSPER

There's no doubt that less-skilled Nintendo GameCube players will try to use cheats to get into our exclusive high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

## PHOTOGRAPH YOUR TV



The room should be dark, but the screen clear and bright. The final image should look something like this

Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

**1** Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.

**2** Turn off the flash or the television screen will appear black in the developed photograph. And you don't want that to happen, do you?

**3** Take more than one shot, just in case the first photograph is unreadable.

## WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to the *NOM* address. If you manage to get the best score next month we'll send you a smart JOYTECH Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges,  
Nintendo Official Magazine, Priory Court,  
30-32 Farringdon Lane, London EC1R 3AU.







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# MEGA MOBILE RINGTONES & LOGOS

## nEW rEleaSeS

Cleaning Out My Closet - Eminem	10611
Down Boy - Holly Valance	10612
Positivity - Suede	10617
Just Like A Pill - Pink	10615
My Vision - Jakkata/Seal	10616
Everyone Says Hi - David Bowie	10614
Nessaja - Scooter - Dance	10541
Prince And The Showgirl - Shiveare	10485
Come Back Around - Feeder	10487
Days Like That - Sugar Jones	10488
Look Back In Anger - The Wurzels	10489
Dreaming Of You - The Coral	10490
Eple - Roysopp	10491
Far Out - Sonsolloopdaloopa	10492
Feels Good - Naughty By Nature	10493

## rock gReAtS

Always On The Run - Lenny Kravitz	9437
Alive - Pearl Jam	8659
Everyday - Bon Jovi	10613
Black Dog - Led Zeppelin	9440
Main Offender - The Hives	8141
Breaking Up The Girl - Garbage	7963
Love A Bad Name - Bon Jovi	7611
Teenspirit - Nirvana	7608
Paradise City - Guns & Roses	7606
Design For Life - Manic S Preachers	6939
Girls And Boys - Blur	6750
Always - Bon Jovi	6401
Walk On - U2	6241
Sweet Child O Mine - Guns N Roses	5793
With Or Without You - U2	5338
Under The Bridge - Chilli Peppers	5336
Walk This Way - Aerosmith	0005

## AttiTudE

Missy Elliott - One Minute Man	5392
4 My People	7416
Bubba Sparxx - Lovely	6756
Ugly	6168
Busta Rhymes - Pass the Courvoisier	9013
Woo Haa	8195
Break Your Neck	7209
Eminem - Without Me	9015
The Way I Am	1579
Real Slim Shady	1515
Stan	1513

## footBall

Chelsea - Blue Flag	9487
We Shall Not Be Moved	9508
Royal Blue Jersey - Everton	9476
Spirit Of The Blues - Everton	9477
God Save The Queen - Anthem	0062
Vindaloo - Football Anthem	3542
The Great Escape - Film Theme	3548
Celtic - Fields of Athenray	3547
Glory, Glory - Man United	4134
Never Walk Alone - Liverpool	3545

## best sellers

The Logical Song - Scooter	9422
Round Round - Sugababes	10189
The Tide Is High - Atomic Kitten	9670
Like A Prayer - Mad House	9665
Without Me - Eminem	9015
Italian Job - Film Theme	4856
Mission Impossible 2 - Theme	0094
Underneath Your Clothes - Shakira	8982
I Need A Girl - P Diddy Usher	9746
A Little Less Conversation - Elvis	8688
The Great Escape - Theme	3548

## Old skool

Got To Have Your Love - Mantronix	8889
Rhythm of the Night - Corona	8898
Rappers Delight - Sugar Hill Gang	7212
Every Little Step - Bobby Brown	6673
I'M Gonna Get U - Bizarre Inc	6521
Show Me Love - Robin S	6439
Finally - C C Peniston	6433
Naked In The Rain - Blue Pearl	6436
Good Life - Inner City	6423
Rhythm Is A Dancer - Snap	7352
Im Gonna Get You - Bizarre Inc	6521
Back By Dope Demand - King Bee	6432

## INDiE

Sit Down - James	6333
Come Home - James	5450
Dont Look Back In Anger - Oasis	4122
Wonderwall - Oasis	4121
Roll With It - Oasis	4120
Parklife - Blur	1520
Get A Job - The Offspring	0405
Alwas Rain On Me - Travis	0404
Out Of This World - The Cure	0359
goletitout	0318
Breathe - Prodigy	0286
Losing My Religion - REM	0217
Bitter Sweet Symphony - Verve	0164
Fly For A White Guy - Offspring	0108

## DAnCe

M Factor - Mother	8896
DB Boulevard - Point Of View	6616
Ashanti - Foolish	9302
Ja Rule - Livin It Up	6270
Nelly - Hot In Herre	9743
Camron - Oh Boy	10172
Ms Dynamite - It Takes More	9750
Mis-teeq - B With Me	6624
Jay-Z - Girls Girls Girls	6445
Missy Elliot - 4 My People	7416
Flip N Fill - Shooting Star	9505
Scooter - The Logical Song	9422
Angeled - Jam And Spoon	6639
Bouncing Back - Mystikal	6642
Breathe - The Prodigy	6741
Sunchyme - Dario G	6761

## TV ThemEs

Formula One	10751
Phoenix Nights	10754
So Graham Norton	10755
West Wing	10759
Fresh Prince	10639
Jackass	10641
Malcolm In The Middle	10642
Monkey	10643
Smallville	10644
The Osbournes	10645
Dukes Of Hazard	10591
Sticking With You - Hyundai	10592
Trigger Happy TV	10595
A-Team	4874
Airwolf	4680
Blackadder	4683
Buffy The Vampire	4846
Only Fools And Horses	6152
Hawaii 5 0	4855
Sex And The City	9118
Crocketts Theme - Miami Vice	6243
Monty Python	0085

## fiLM ThemEs

Scooby Doo	9621
Austin Powers	5784
Dambuster March	5061
Braveheart	6076
Rocky IV - The Final Fight	6278
Mission Impossible 2	0094
Eye Of The Tiger - Rocky	4852
Beverly Hills Cop - Axel F	0173
James Bond Main theme	0025
The Great Escape	3548
Ghostbusters	4823
Where Eagles Dare	5422
Charles Angels	1516
Bridge Over The River Kwai	5985
Jurassic Park	4825
Jaws	5266
Top Gun	4864
Italian Job	4856
The Exorcist	4689

## sCi-fi

Hitchhikers Guide To The Galaxy	10640
Enterprise	10750
Captain Scarlett	10747
Futurama	10752
Lord Of The Rings - Part 1	6080
Blade Runner	4684
The Sixth Sense	5986
Superman	0152
Back To The Future	6146
Terminator 2	5795
War Of The Worlds - Theme	5259
Star Trek Next Generation	0148
Star Trek Voyager	4528

## PiC MessAgEs

 Pierce 9266	 Cat 9257	 Tom 8113	 Quark 8055	 Steve 7653
 Will 9267	 Enrique 9258	 Willow 8125	 Riker 8057	 Bean 7654
 Will 9268	 Sinatra 9259	 Worf 8128	 Rom 8059	 Bono 7866
 Kylie 9269	 Holly 9260	 Jenny 8603	 Shirley 8062	 Nog 8052
 Kelly 9270	 Sid 9262	 Jessica 8874	 Shirley 8064	 Odo 8053
 Hendrix 9659	 Johnny 9263	 Hayley 8875	 Edge-U2 8112	 Picard 8054

## New Logos

 BITE ME 10064	 FIVE 10065	 NO SERVICE 10066	 49 MISSING 10067
 KEEP 10068	 10069 10069	 10070 10070	 10119 10119
 ANGEL 10120	 1552 1552	 2501 2501	 10123 10123
 FREE & SINGLE 10124	 2509 2509	 10126 10126	 2505 2505
 THE END 5882	 LITTLE GREYS 2513	 2517 2517	 2521 2521
 PSYCHOLOGY 10132	 10133 10133	 10134 10134	 2832 2832
 BLING BLING 5674	 Sneaky 5507	 TRASHED 10138	 COOL 3046

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# OFFICIAL TIPS

Still struggling to beat the games you got for Christmas? Tsk, tsk... well you're in luck, because *NOM*s here to help with loads of hints, tip and codes... larvly!

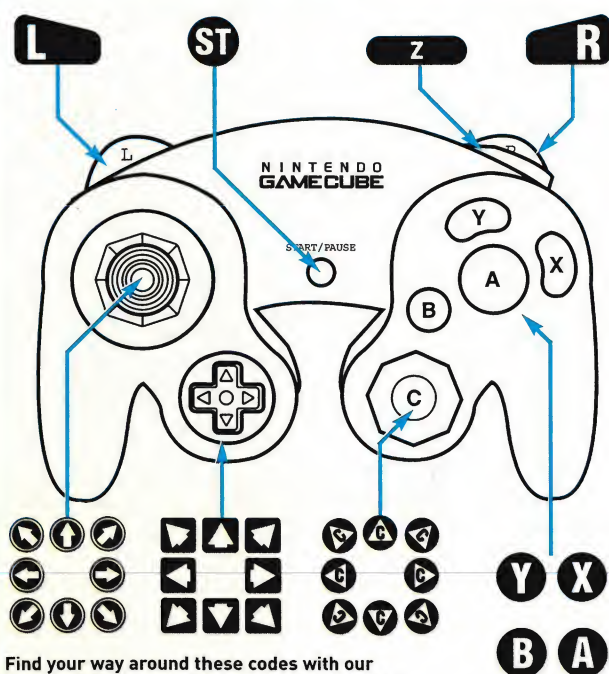
**007 Nightfire**  
Be Bond... better **p96**

**Die Hard Vendetta**  
Just don't die at all **p97**

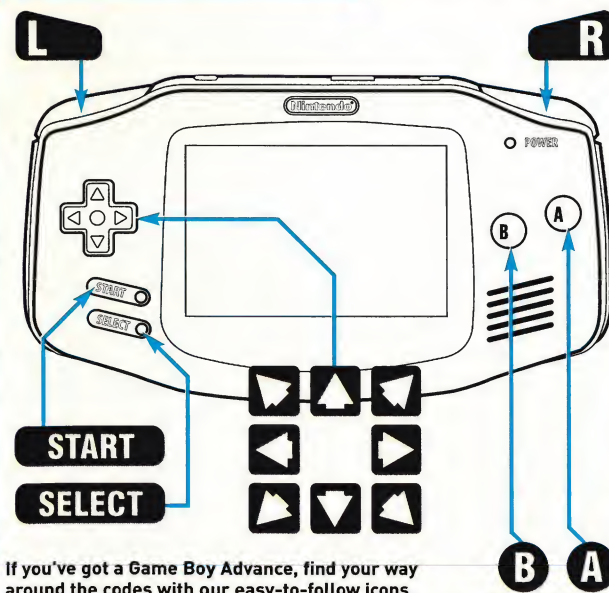
**Godzilla DAMM**  
Monster codes **p98**

**Mortal Kombat**  
Find all Fatalities **p99**

## GAMECUBE CONTROLLER



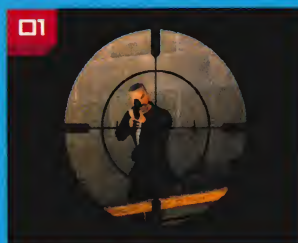
## GBA CONTROLLER



## JAMES BOND 007 NIGHTFIRE

### ■ NEW MODES, LEVEL SELECT AND INFINITE AMMO

Being Bond is tough, but help is at hand with these passwords. We've also managed to unearth a top-secret level skip for you.



□ Your first classified code this month will unlock the ultra-cool Assassination mode. All you've got to do to get this little gem is to enter the code **SCOPE**.



□ Next up, go to the Code screen and enter **BOOM**. This clever password will make the scenery explode when you are playing through the adventure.



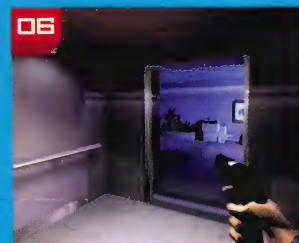
□ To make your motor burn a little extra rubber on the driving levels, pause the game and hold down **L**. Now press **B, Y, X, B, Y**, and **X** and then unpause it.



□ If you want infinite missiles on the excellent driving stages, pause the game again and hold down **L**. Now press **B, Y, Y, B, Y**, and **X** and unpause the game.



□ For full body armour on the driving and train stages, pause the game and hold down **L**. Now press **X, Y, B, X, X, X, X**, release **L**.



□ To unlock every level, just go to the Code screen and enter **PASSPORT**. Now why not try the Night Shift stage and break into Drake's office?





## DIE HARD VENDETTA

### ■ LEVEL CODES, FIRE MODE AND HEAD SIZES

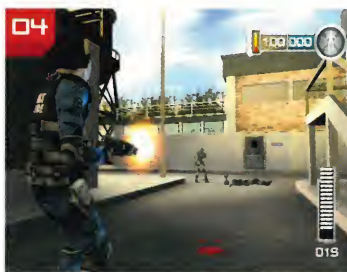
If it's adult gaming you're after, you won't go far wrong with this excellent title and the same can be said for the cheats we're dishing out for it this month. We've got a level code to take you straight to the juicy bits and because we know you love them we've tracked down some big head codes.



❑ To activate the level selection cheat, go to the main menu and press **X, Y, Z, Z, X, Y, R** and **R**.



❑ To set enemies on fire when you punch them, go to the main menu and press **B, Y, L, L**.



❑ Slow down enemies with **B, X, Y, Z, L** and **R** at main menu.



❑ To be invincible, go to the main menu and press **L, R, L, R, L, R, L** and **R**.



❑ For big heads: **R, R, L, R, R, L, R, L**. Small heads: **L, L, R, L, L, R, L, L**.

## STAR WARS BOUNTY HUNTER

### ■ LEVEL PASSWORDS FOR THE ENTIRE GAME

We've got codes to every single level. Just enter them at the code menu and go pick up a few scalps.



❑ For level one, enter **BEAST PIT**; for level two, enter **GIMMEMY JETPACK**; for level three, enter **CONVEYORAMA**; for level four, enter **BIGCITYNIGHTS**; for level five, enter **IEATNERFMEAT**; and for level six, enter **VOTE4TRELL**.



❑ For level seven, enter **LOCKUP**; for level eight, enter **WHAT A RIOT**; for level nine, enter **SHAFTED**; for level ten, enter **BIGMOSQUITOS**; for level 11, enter **ONEDEADDUG**; and for level 12, enter **WISHIHADMYSHIP**.



❑ For level 13, it's **MOSGAMOS**; for level 14, it's **TUSKENS R US**; for level 15, it's **BIG BAD DRAGON**; for level 16, it's **MONTROSSIBAD**; for level 17, **VOSAISBADDER**; and for level 18, **JANGOISBADDEST**.

## BMX XXX

### ■ LOADS OF BIKES AND SOME OTHER DIRTY CHEAT CODES

It's BMX with scantily clad ladies! Thought that might get your attention. We've dug around and found some rather tasty cheats for this extreme sports game.



❑ To choose whatever level you fancy playing, just go to the cheat menu and enter **XXX RATED CHEAT**. Still not satisfied? Okay, for all bikes, enter **65 SWEET RIDES**.



❑ To bizarrely play as an Amish boy, enter the code **ELECTRICITYBAD**. And for his bike, enter this code: **AMISHBOY1699**.



❑ For Mika's bike, enter **MIKA362436**; for Rave's bike, enter **RAVE10**; for Karma's bike, enter **KARMA311**; and for Itchi's bike, it's **ITCHI594**.





## FAST TIPS

This month's Fast Tips features codes galore to give you a lift in *Jedi Knight II*, *Blood Omen 2* and *Wreckless: The Yakuza Missions*.

### JEDI KNIGHT II

To help you in your quest, type in CHERRY at the cheat screen to unlock levels one to seven. Enter PEEPS at the cheat screen to get every character.



### WRECKLESS: THE YAKUZA MISSIONS

Highlight the Unlimited Time option, press and hold L, R and C and then press Z. This will unlock all of the missions.



### BLOOD OMEN 2

Press Z, R, L, B, X, and Y at the main menu and a voice should say 'go cheese'. Kain will now begin the game with the Soul Reaver and Iron Armour.

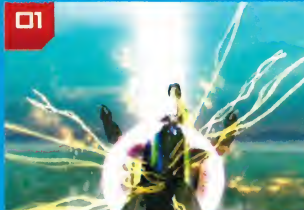


## GODZILLA DESTROY ALL MONSTERS MELEE

### DO ANYTHING!

This game is packed to the gills with cheat codes that will allow you to tinker with the game beyond your wildest dreams. To access the cheat code menu press and hold L, B and R at the main menu, then release the buttons in this order: B, R, then L.

01



To give player one infinite energy, enter the code 677251; to give player two the same, enter 435976.

02



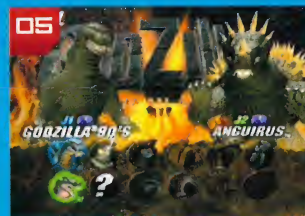
If you want player one to deliver four times the damage, enter 511012; for player two, enter 815480.



If you fancy a bit of a mad scrap, enter 696924. This should unlock every single monster in the game, except for Orga...



... and if you still really want to unlock the mighty Orga, enter the code 202412. Now get ready for some fire-breathing, scale-ripping action.

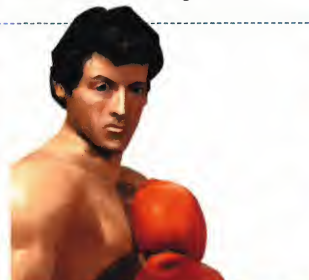


If you want to make all of the buildings indestructible, proving your true hand-to-hand prowess, enter the following code: 112122.

## ROCKY

### SEE EVERYTHING THE GAME HAS TO OFFER

If you just don't possess the Marquis of Queensbury skills to beat this awesome boxing game then never fear, NOM is here to help. Enter these codes at the main menu to unlock the Rockster's sight.



Hold R and press Z, Z, Z, Z, Z and L to give Rocky double damage with his punching.



For a better chance in the ring, make the Italian Stallion twice as quick! Hold R and press Z, Z, Z, Z, Z and L.



If you want to turn Rocky into a superhuman in the Movie mode, hold R and press Z, Z, Z, Z, Z and L.



If you want to unlock all of the boxers and arenas, hold R and then press Z, Z, Z, Z, Z and L.



## MORTAL KOMBAT: DEADLY ALLIANCE

### ■ IT'S TIME FOR A FEW FATALITIES

The *Mortal Kombat* fighting fest has returned, hungry for blood and better than ever before. If you want to see some of the game's blood-spilling moves, check out a few of our favourite Fatalities. All the button commands listed here assume that you're facing right, so don't blame us if you're the wrong way round!



01 If you want to see Kano's mean Fatality, hit **□**, **△**, **△**, **▽**, **Ⓑ** when you are commanded to 'finish him'. Now sit back and enjoy the blood and gore.



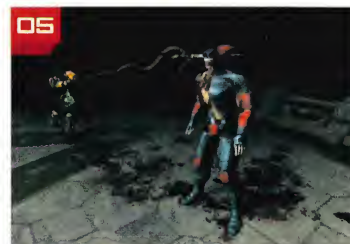
02 Kung Lao has got one mean hat. Hit **▽**, **△**, **△**, and **A** to trigger his Fatality and see him throw the razor-sharp head gear.



04 Wrench out your opponent's spine with Sub Zero's Fatality by pressing the buttons **□**, **□**, **□**, **▽**, and **A**. If that's not cool, you tell us what is!



03 If playing as Li Mei, hit **□**, **□**, **▽**, **□**, and **Y** for her Fatality. Finish your opponent with Quan Chi by hitting **□**, **□**, **□**, **□**, and **A**.



05 The mighty Scorpion will have no mercy if you bash **□**, **□**, **▽**, **□**, and **X**. Check out Shang Tsung's brutal Fatality move by pressing **△**, **▽**, **△**, **▽**, and **X**.

## DUKE NUKEM ADVANCE

### ■ KILL, KILL, KILL... KILL

If you can't whack the aliens fair and square, just cheat. We won't tell anyone...

01 Pause the game at any time, and hold down the **L** button then hit **□**, **△**, **A**, **△**, **◀**, **A**, **START** and **SELECT**.



02 If done correctly, you should hear the Duke say 'damn, I'm good'. Now you'll have a cheat menu that'll give you everything you could possibly need.

## MONSTERS, INC.

### ■ SCARED YOU WON'T GET FAR? LET US HELP...

*Monsters, Inc.* brings all of the characters in the film to the GBA for some platforming action. But it's not one of the best games out there and if you want to see some later levels before you get bored, you might need these passwords.

01 Skip the first stage by going to the Password screen and entering the password YMB2VN. If you fancy a crack at the third level, tap in LRB13G.



02 Maybe the first few stages are too easy for you. Entering 4RB97C will slap you right in the fourth level.



03 At the Password screen, input 70CZB9. Now you'll be able to play the fifth stage in the game. The end is close...



# Q&A UK

We all get stuck sometimes — that's life. And don't think that you're any less of a person by asking for help. Just take a look below to see if these desperate pleas can give you a hint. Go on, it won't hurt to have a peek.

## SONIC ADVENTURE 2

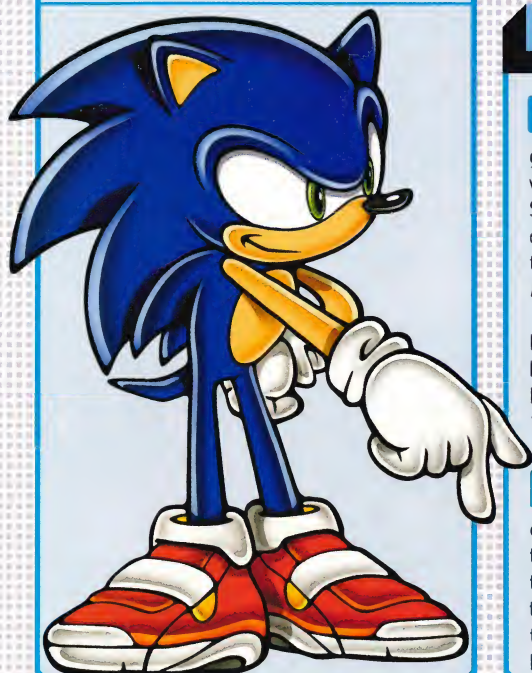
**Q** I can't beat Sonic in the Green Forest, near the end of the Dark Story. When you are running along the path with him, he keeps using his Sonic Wind and Homing Attack to stop me from hitting him. How do I beat him?  
**Conor Monks, Dublin**

Did you know? Approximately one third of the population of the Republic of Ireland live in Dublin.

**A** You cannot beat Sonic by using your Homing Attack — when you jump, he jumps. You can only do damage to Sonic when he is landing from a jump or when he is grounded. The best way to attack him is to use your Somersault Attack. Hit him three times and he's history.

**Why don't you try...**

If you collect every single Ring in a particular stage it will guarantee you an 'A' grade.



## LUIGI'S MANSION

**Q** I am pathetic at defeating relatively easy bosses and right now Bowser is driving me nuts at the end of *Luigi's Mansion*. How can I beat him?  
**Daniel Hart, Batley**

Did you know? Batley has more taxis per resident than any other town in the rest of the UK.

**A** It's important to keep moving as Bowser attacks. Stay a good distance from the great green lump and eventually he'll start throwing mines at you. Suck a mine into your Poltergust 3000 and Bowser will rush forward. Wait until he throws his head back and then hit him on the bonce.

Pretty soon his head will come off and out will pop King Boo. Hoover him like a mad man, avoiding his ice attacks and pretty soon you'll have him licked. After that it's just congratulations, because you've now finished the game.

**One more thing...**

Once you get the Water Element for the Poltergust 3000, make sure to go back through the mansion and visit all of the old rooms that you've already cleared. Find as many plants as you can and water them to bag yourself pots of extra cash.



'HURRY UP AND FINISH OFF KING BOO SO I CAN CHANGE MY PANTS!'

## SUPER SMASH BROS. MELEE

**Q** I've got *Super Smash Bros. Melee* and have completed most of the game, picking up 271 trophies along the way, but I saw in the mag that to get the Sandbag trophy I have to hit the Sandbag over 400 metres. No matter how hard I try, I can't do it. Can you help me?  
**Dan Morrison, West Kensington**

Did you know? The last woman to be hanged in the UK, Ruth Ellis, was from Kensington. She met her grim end on 13 July 1955.

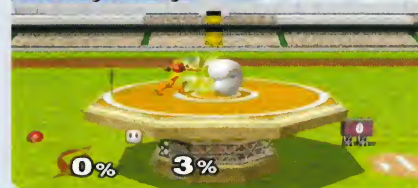
**A** We found Donkey Kong to be the best character for this particular challenge. Right from the start, attack the Sandbag with a Headbutt (↵ + B), then use Ground Pound (↓ + B). Use these moves as many times as you can in the time limit. When the timer gets to between three and two seconds, turn

round and grab the bat. Position yourself so that only the tip of the bat hits the bag (a bit of practice is needed here) tap ◀ and then A and you should smash the Sandbag miles.

**Have you tried...**

If you press Y, L or R as you enter the Trophy Collection screen, this will allow you to see your trophies arranged in three different ways.

You'll need to get over 400 metres for a trophy on the Sandbag challenge







## CAPCOM VS. SNK 2 EO

**Q** I'm really stuck playing *Capcom Vs. SNK 2 EO* on the Arcade mode. This bloke called S. Akuma challenged me and when I had a go at beating him I got my ass kicked. How do I beat him?

**Chris Harriott, Little Clacton**

Did you know? Bentley village green is the largest undisturbed green in the whole country.

**A** S. Akuma is one of the bosses that you will face — that's why he's a bit tasty. There's no specific way to beat him but there are a few things you can do to give yourself a fighting chance. First, and most obvious, don't get hit. Akuma is most vulnerable after he has teleported or just missed you with a big combo. Pick a character with a good reach, like M. Bison and move around as much as possible, waiting for him to teleport or attack you. It's going to take a lot of skill, but this is your best bet.

**This is also worth a go...**

Play through the game as a Capcom character to fight S. Akuma, play through as an SNK character and you will meet Ultimate Rugal. Beat them both to unlock the Boss mode.



## BREATH OF FIRE

**Q** Will you give me some help on *Breath of Fire*? The problem is I can't get into Nabal Castle. I have already got the Egg of the Grimfowl and Karn's Shin spell. Please can you help me?

**Grant Copeland, Kent**

Did you know? More than six million tourists visit Kent each year with Canterbury Cathedral being by far the most popular attraction.

**A** As you steal the Egg from the Grimfowl nest it's important to get at least one of the creatures to follow you. To this end, you should try and move slowly. Now head north to get to Nabal Castle. As you approach the Castle, your gang will throw the Grimfowl Egg inside. The Grimfowl will then run inside the Castle and chase the guard, allowing you to safely sneak in.

**One other thing...**

Keep a look out for the Dragon Emblem dirt patches. Have Mogu lead your party and then get him to dig on these patches to uncover secret items.



## WRITE IN, WIN PRIZES!

If you're stuck and need a helping hand, why not scribble your problem down and send it off to us at **NOM**.

If your letter gets in the mag, we'll send you one of these fab goodies from the nice people at Gamester. You'll get a cool ProRacer steering wheel for a GameCube query, or a Flo-Light for a GBA stumper.







# PART TWO STAR FOX ADVENTURES

## ULTIMATE ADVENTURER'S GUIDE

Fox McCloud and his dinosaur sidekick, Tricky, still have a long way to go in their quest to find the four SpellStones and free all six Krazoa Spirits, so let's get on with it.



## FIND THE SECOND SPELLSTONE

After releasing the first Krazoa Spirit, Fox and Tricky are warped back to the WarpStone in ThornTail Hollow. The big granite oaf gives Fox a handy Medium Sized Scarab Bag and tells him to head for the sunny resort of Cape Claw to search for the second SpellStone.

### CAPE CLAW TREASURE HUNT



■ At the entrance to Cape Claw, give the statue 60 Scarabs to get in.



■ Have Tricky sniff out the Dinosaur's treasure on the beach and in the crate.



■ The last piece is on the secret beach. Now return the treasure to the HighTop.

### FREE THE QUEEN



■ Fire Burst the Switch under the waterfall, then hit the Switch on the right of the temple and enter the gate. Block the poison gas vents to free the Queen.

### THE FORTRESS



■ Stand on the Switch to start a timed race through the shimmering rings. Then go back up the ladder and Flame Blast the pad above the gate to enter.

### JAILBREAK

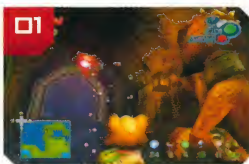


■ Throw this barrel into the wind to crack open a hole in the roof. Slip into the SharpClaw disguise to fool the guards and get your Staff back.





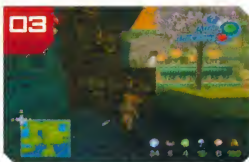
## RESTORING THE POWER



■ Activate all the Switches at the rear of the Cage Room and get the Power Room Key from the prisoner. Now activate the Wind Lifts to reach the SpellStone. Exit the prison via the Wind Lift.



■ Head for the raised plinth in the middle and press the right button. Run across and Freeze Blast the fire then boost up to the ledge to get the first Gem. Now Fire Blast the red panel on the far side.



■ Freeze Blast the flames, then return to the central plinth and press the left button. Climb back up the ladder to get the Gem. Next, press the middle button and climb up the stack of crates in the corner.



■ Take all three Gems down to the Power Room and place them in the colour-matched slots to restore power and start the Wind Lifts running again. Use the Wind Lift at the rear of the concourse.

## FIND THE CLOUDRUNNER BABIES



■ Once you get the CloudRunner Flute from the Queen, step outside and you'll see the first CloudRunner Baby. Fight the SharpClaw, then climb up onto the Crate and play the Flute to attract the baby. After doing this you'll be shown the way to the next bird.

■ Shoot the red panel above the door and activate the switch to reach the second CloudRunner Baby. The third one is all the way back at the main entrance to the Fortress. You can reach it by heading down to the Light Gem courtyard and then exiting under the big pile of rubble.



■ When you reach the entrance go down the ladder on the left and bash the Crates. Use the Boost Pad that you uncover to reach the top and rescue the third CloudRunner Baby. The final winged nipper is all the way back opposite where you found the first one.

## SAVE THE QUEEN... AGAIN



■ When you reach the SharpClaw-only pad you'll need to don the SharpClaw suit to open the gate. Kill the guards to find the Life Force door. Change back into the SharpClaw disguise and pick up the SharpClaw Fuel Barrel. Carry it around to the pad on the right.

■ Climb up the ladder and activate the pad. Grab the Barrel when it arrives, then throw it at the door. Ride the Wind Lifts to reach the courtyard. Kill the guards, then use the SharpClaw disguise once more to activate the pad and lower a ladder.



■ Talk to the Queen and activate the Switches on the right and left of her cage. Blow up the wonky pillar with a SharpClaw Fuel Barrel to rescue the Queen.

## GET THE SECOND SPELLSTONE



■ Go and talk to the Queen and she'll open the Treasure Rooms. Head back to where you saved the first baby, go through the arch and down the ladder. Walk around the ledges to reach the Treasure Rooms. Inside, deactivate the Wind Lift.

■ Go all the way back and get a SharpClaw Fuel Barrel. Drop down and throw the Barrel at the cracked wall in the dark room. Climb through and down the ladder. Chase Scales' henchmen on a Speeder and beat them to get the SpellStone.







### RETURN THE SPELLSTONE

Now that Fox has the second SpellStone he must immediately deposit it at Ocean Force Point Temple before it falls into the wrong claws. Time for another lengthy trek all the way back to the beautiful sun-baked beaches of Cape Claw where Fox gets the chance to explore the inner Ocean Force sanctum.

#### DOWN ON THE SHORE



**01** ■ Rescue the LightFoot being attacked on the beach to get the Fire Gem. Now head for the right side of the temple and use the SharpClaw disguise to open the door. Inside, swim over to the red platform.



**02** ■ Have Tricky stay on the pad and swim across to the platform. Now use the Switch. Go outside to the cave and drop into the large room. Freeze Blast the flame in front of the Head and take the Fire Gem.

■ In the temple, activate the Switch and have Tricky stand on the pillar. Use the Lever to send him up to the next level, where he can Flame the door. Put the Fire Gem in each of the Heads to open the door.



**03** ■ Go through and Fire Blast the Red Panel. Climb out and have Tricky Flame the door. Push the Block into the water and Fire Blast the green patch. Pull the Block onto the floor pad and you'll open the gate above.



#### OCEAN FORCE POINT TEMPLE

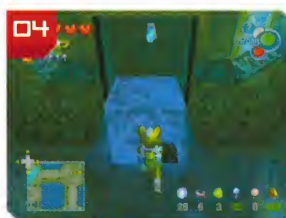


**01** ■ Climb up the ladder on the right, stand on the glowing pad and place the SpellStone to enter. To cross the electrified floor in the first main room you reach, get Tricky to stand on the pressure pad. The safe blocks will light up on the wall.

■ Using the wall map as a guide, walk across the safe pads on the floor, then dive into the water on the left. Climb onto the network of walkways and activate the three Switches. Head back down and swim through the top-left passageway.

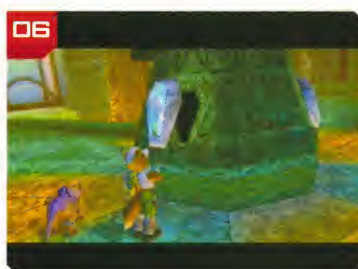


**02** ■ Climb up the wall and Fire Blast through the coloured flame at the Green Orb. Use the Warp Pad, then head through the double doors. Go up the ramp to the next room and dive in. Climb up the ledge on the left and activate the Switch.



**04** ■ Don the SharpClaw suit and stand on the pad to reveal a Block. Push it into the next alcove and activate the Switch to open the other door. Climb up on the Block you just pushed and activate the Switch to raise the water level again.

■ Exit via the door. In the room with the four statues have Tricky Flame the grille, then Fire Blast the Red Panels under the statues to snuff out the flames. Go through and use Fire Blast once more to push the block into the slot.



**05** ■ Enter the next chamber and use the Boost Pad to reach the upper walkway high over your head. Walk through a series of rooms until you reach the Warp Pad. Use it and place the SpellStone in the central structure to complete the mission.





## RELEASE THE THIRD KRAZOA SPIRIT

When Fox attempts to make his way to LightFoot Village the pint-sized dinosaurs capture him and truss him up against a totem pole. The vicious beasts then make him perform a number of frustrating side-quests before they agree to reveal the path to the third Krazoa Spirit.

### ESCAPE THE LIGHTFOOT



■ This is an exercise in co-ordination as the CloudRunner tries to help you escape. Simply unleash the CloudRunner's Fire Blasts when the red line hits the green area of the bar. If you miss you'll be prodded with a spear.

### WOODEN BLOCK HUNT



■ Have Tricky sniff out the first Wooden Block under the brown patch. Then swim across the river and have Tricky Flame the twig door.



■ Use Tricky's Find to get the second Block. The last is in the northeast corner. Now place all the Blocks in the spaces on the main Totem Pole mound.

### TRACKING TEST



■ Lift up the stone with the blue markings and use the Boost Pad to jump up to the top. Cross the bridge to the next hut then jump down.



■ The first test involves activating all four Totem Poles within two minutes and thirty seconds. This is the easiest test to pass.

### TEST OF STRENGTH



■ Pick your own technique, but if you're having problems bashing hard enough, try wrapping your three middle fingers in your sleeve and sliding them rapidly across the A and Y buttons. This works like a charm.

### FIND THE LIGHTFOOT BABIES



■ Head for the forest and whack the trees to flush the Babies out of hiding.



■ Go back and talk to their mother. The next group of Babies are by the river bank.

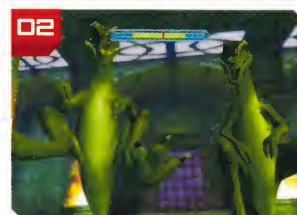


■ Boost up to find the Babies near the Totem Pole. Chase them towards the blue mist and then go and see mum. The third mother lives close to the second one. Her Babies are all playing underneath the large mound.

### RETURN THE THIRD SPIRIT



■ Fire Blast the Totem so that the layers show a snake. Now warp to Krazoa Shrine.



■ In the fear test, keep the red line within the safe zone. Then head back to Krazoa Palace.



■ When you reach the big Hall, float up to the balcony on the Wind Lifts. Use the SharpClaw disguise to open the door that leads to the Krazoa Spirit. Release the Spirit and you'll be transported back to the ThornTail Hollow WarpStone.



## FIND THE THIRD SPELLSTONE

The closer Fox gets to reuniting Dinosaur Planet, the more dangerous his adventures become. His next location is the imposing Walled City. The one-time home of the gentle EarthWalkers has now been overrun by the terrifying RedEye tribe.

### EGG CHASER



■ Talk to the ThornTail at the back of the WarpStone's garden. She wants you to stop thieves stealing her eggs. When the egg snatchers start speeding up, try using Ground Quake to wipe them out quickly.

### ENTER THE WALLED CITY



■ The EarthWalker will reveal a cave containing a Portal Device upgrade. Time to head over to talk to Tricky's mother.



■ At the Walled City cross over the bridge to catch your first sight of the fierce RedEye tribe. Avoid them for now.

### RESCUE THE EARTHWALKER KING



■ From the bridge, go left and use Ground Quake on the glowing circle. Run up the main temple ramp and all the way up to the flame corridor on the right. Have Tricky Flame the Grille at the end.



■ Now head over to the other glowing circle and repeat the whole process, except this time head for the Ice Corridor on the left. Flame the Grille to reveal stairs leading to the King's prison.

### SUPER GROUND QUAKE



■ Talk to the EarthWalker King, go outside and over the newly revealed bridge. Walk along until you reach a doorway that Tricky can Flame. Explode a Bomb Spore to reveal a cave with the Super Ground Quake upgrade.

### FIND THE SACRED TEETH



■ Fire Blast the targets on the trees to light the four beacons above the Arwing.



■ Swim through the hoops in the river to the hut and pick up the Silver Tooth.



■ Culling all four RedEyes will unlock a Life Force door at the top of the small hill. Climb up and go through to get the Gold Tooth. Take the two Sacred Teeth down to the King's prison cell and insert them in their pedestals.

### BOSS BATTLE: KING REDEYE



■ Fire Blast the Red Panels to reach the Fuel Barrels. When the King roars, stand on the panels at the opposite end of the corridor to zap him. Then pound him with Fuel Barrels. Repeat this twice to get the third SpellStone.

### RETURN THE THIRD SPELLSTONE



■ Use the SpellStone to open the sealed door then snuff out all the coloured candles.



■ Shoot through the flames at the coloured globes, then go through and return the Stone.





## FIND THE LAST SPELLSTONE

Fox gets to visit Krazoa Palace again as well as helping out the ThornTails when they fall victim to yet another enemy invasion. In order to retrieve the final SpellStone, Fox must also journey to the futuristic Dragon Rock and save a member of every tribe that he has previously rescued.

### BIRD ATTACK



■ When you return to ThornTail Hollow you'll see lots of birds attacking the ThornTails. Quickly Fire Blast all the birds before they kill the dinosaurs. You'll be rewarded with a Large Scarab Bag. Immediately fill it with 200 Scarabs and head for the Store.

### SNOWHORN CHALLENGE



■ Jump across the pond and hand over the Golden Root.



■ Flame the frozen door and blow the Horn on the pad.



■ Blow the Horn, run to the river and shoot the green Imp.



■ Climb up to reach the last pad then go back to the Warp.

### FOURTH KRAZOA SPIRIT



■ Warp to the Shrine and go to the inner sanctum for the Test of Strength. Try using the three-fingered, sleeve-sliding technique for a quick victory.



■ Warp to Krazoa Palace and head to the large Wind Lift room. Now fly up to the balcony and open the portal to return the Spirit.

### DRAGON ROCK PORTAL



■ Go and talk to the mumbling ThornTail who usually hangs out near the well in ThornTail Hollow. Listen to his sad story then jump into the Arwing once he stops yapping and opens the Portal. Fly through ten gold rings to reach Dragon Rock.

### SAVE THE DRAGON ROCK EARTHWALKER



■ Climb up the ladder on the left of the massive building and head to the right, past the Switch. Go around the corner and grab a Fuel Barrel. Place it on the pad and activate the Switch to get the machinery running.



■ Quickly run up the steps and stand on the pads to turn the flames off so that the barrel can pass through. Carry it along and throw it at the boarded-up door. Head through and activate the Switch to free the trapped EarthWalker.





### SAVE THE DRAGON ROCK HIGHTOP



■ Hop on the EarthWalker's back and use his Tusk Attack on the green cracks in the rocks and the cliff face to destroy the hidden generators. You can then Fire Blast the Automatic Sentries.

■ Go through the gate and use the Boost Pad to reach the HighTop. Fire Blast the four Red Panels before they have a chance to relight and fire missiles at the aircraft to destroy them.



### SAVE THE CLOUDRUNNER



■ When the HighTop drops you off kill all the FireCrawlers to open the Life Force portal above. Have Tricky stand on the floor pad next to the Fuel Barrel whilst you run between the three Red Panels. As the barrel is carried along Fire Blast each in turn.

■ Climb up and throw the barrel into the Wind Lift. Carry it along and throw it over two more Wind Lifts before tossing it at the boarded-up door. Go through and jump down. Activate the Switch and drop down into the main area.



■ Have Tricky flame the grille, burning the rope suspending the CloudRunner's cage. Ride on the dinosaur's back and blast away at the four red spires on the towers. They take a lot of intense firepower to destroy so you might have to make several passes.

### BOSS BATTLE: DRAKOR



■ Drakor can only be hurt by hits to his front. Shoot the Red Panels to disable the fire jets and target the little boxes for health and ammo. Keep targeting his chest to wear him down and you'll get your hands on the last SpellStone.

### BACK TO OCEAN FORCE POINT



■ Go back to Cape Claw. Head for the cave under the cannon on the right. Open the orange portal, Freeze Blast the flames and man the cannon.



■ Shoot the debris and the rock on the beach to reveal a secret cave with an upgrade. Head inside Ocean Force Point and retrace your steps.

### RETURN THE FINAL STONE



■ Push the Block and climb up. Use your SharpClaw disguise to activate the pad.



■ Raise the water level and swim into the next room, then extinguish each flame.



■ With the Block in the slot, boost up and shoot the Orb to make a path to the pad.





# UNITE DINOSAUR PLANET

After returning the final SpellStone, the separate lands of Dinosaur Planet are joined together. But something is still very wrong. Fox's adventure has one more twist to take before the final resolution. First he must return to the Walled City, which strangely remains adrift from the planet.

## SUN STONE



01 Return to the Walled City. Talk to the King and cross the bridge to find a Block room.



02 Cover the sun symbols and run to the top of the Temple. Stand on the pad and press Z.



03 Push the Moon Block to the end. Super Quake the glowing pad and flick the Switches.



04 Shoot panel, Flame barrier, and activate Switch. Next, blast left, top and right panels.

## MOON STONE



01 Go to the Moon Temple and repeat the same steps you used to enter the Sun Temple. Once inside, use the Switch then run across and Super Ground Quake the glowing floor pad in the next room.

02 Go through the maze. You'll have to go to the back of the room and around to reach the door. Activate the portal and Fire Blast the pads in exactly the same order as before to get the SpellStone.



## FINAL SPIRITS



01 Place the Stones in the statues and find the fifth Spirit.



02 For the Spirit, place all items in their appropriate displays.



03 Now go back to Krazoa Palace and release the Spirit.



04 Warp to the empty room and the big bad boss will appear.

## SPOILER WARNING

### FINAL BOSS BATTLE



01 Back on the rooftop, stand on the light pad to release the Spirit. Watch all the cut-scenes to learn the shocking identity of the ultimate boss. First shoot out the symbols on the Mask's forehead and his eyes. When he turns, shoot the marks on his palms.

Use the silver rings he throws out to replenish your health. When he starts inhaling push over as hard as possible to the edge of the screen to avoid being sucked in. Repeat this for the next phase, but this time you'll have to dodge his damaging missiles. Eventually Falco turns up to help, and you get missiles to fire at the boss. Let rip when his mouth is open and you'll soon wipe that smile off his two faces.





## PART TWO

# YOSHI'S ISLAND GUIDE

More Baby Mario mayhem this month as we take you right to the end of the GBA's best platformer.

## WORLD FOUR

### GO, GO, GO! GO MARIO!

01



■ Don't rush the Fuzzy stage, be ultra-careful. If you get hit, stay still and wait for Yoshi to recover. Shoot any Fuzzies that you can't duck.

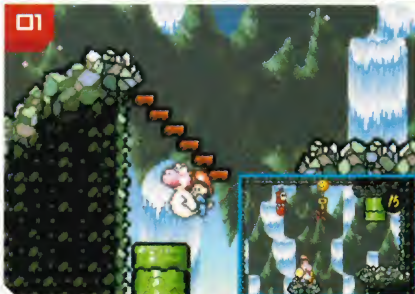
02



■ The Baby Mario Star section is straightforward, but make sure you glide the last part to grab all the Red Coins hanging in the sky.

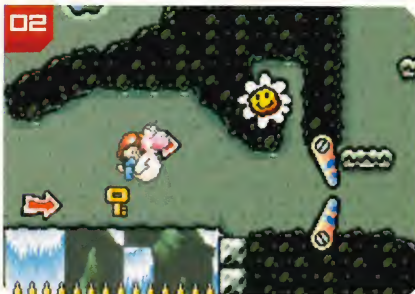
### CAVE OF THE LAKITUS

01



■ You'll pass a locked door, the key for which is to be found down this Pipe. Jump out, then hover to swoop back under the stairs and go down. Come out the same way you came in.

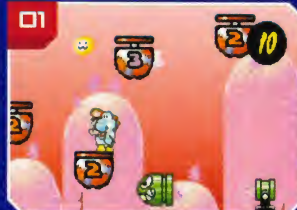
02



■ Most of the Flowers here require sharp shooting to get them. The last one doesn't look possible, but you have to jump over the platform and hover low over the spikes.

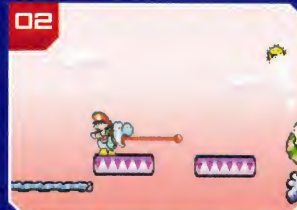
### HOP! HOP! DOUGHNUT LIFTS

01



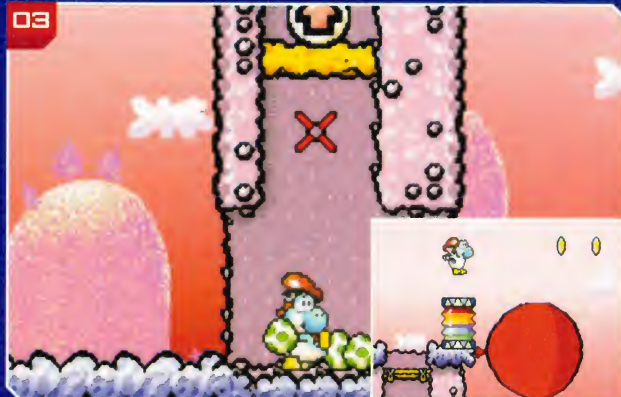
■ Take your time on the number platforms, they only disappear once you jump off. So, you can stand on them as long as you like and wait for the best time to jump.

02

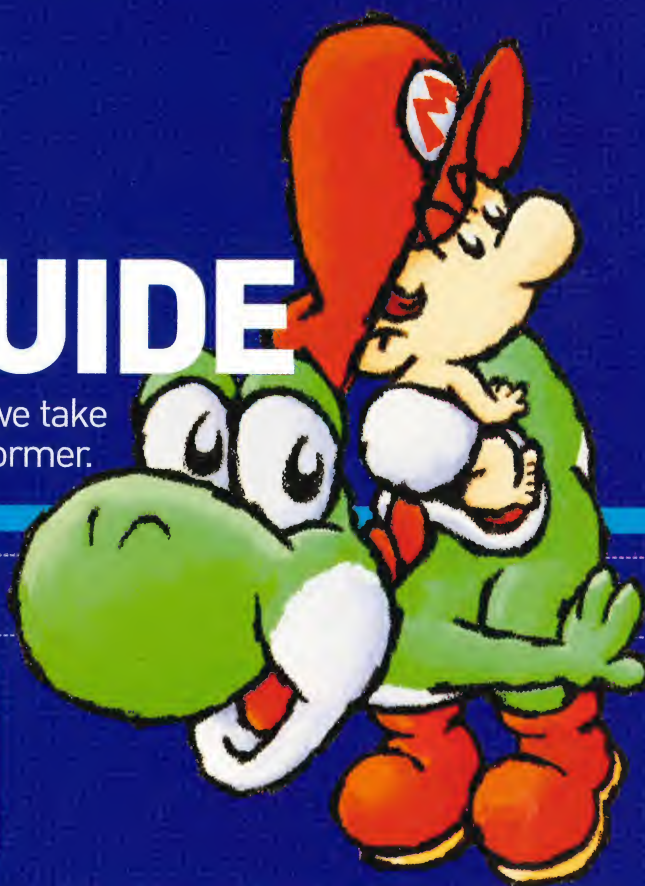


■ This guy blocks the way to section three. Stand at the rear of the first lift and lick up the yellow balls he fires at you. You'll need to hit him with three Eggs to pass.

03



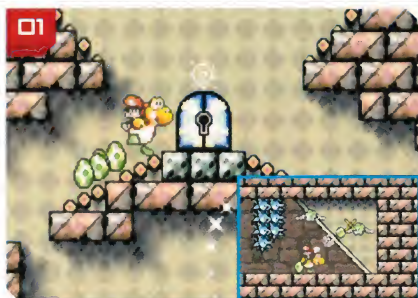
■ This is one of the best bonuses. Shoot an Egg up here and hit the Spring. Blow up the balloon by jumping on the pump.





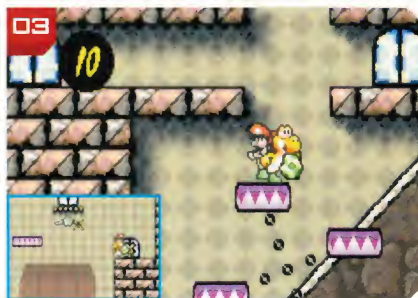
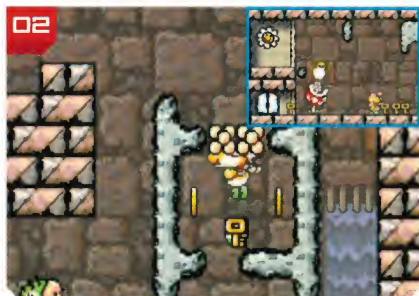


## MARCHING MILDE'S FORT



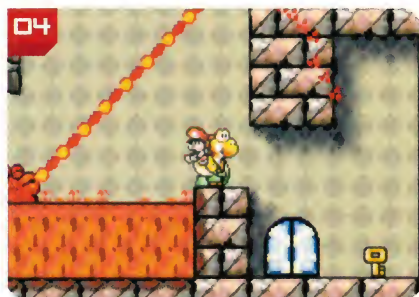
■ There are four locked doors starting with the one you can see. The Keys are in rooms at all four corners of this hub area. Bottom right: The Key is in this cloud at the end of the area.

■ Go up and right on the Arrow Lift. Head-butt or Egg yourself a path to climb up the soft rock section and go left at the top to the Key. There's a Middle Ring at the bottom of the main hub.



■ After you've jumped through the spinning platforms and ridden the Arrow Lift up, you'll drop down to two doors. The Key is behind the right one. Blast at the Cloud to get it and then exit.

■ Cross the lava to the left in the bucket and on the platforms. Ride the Arrow Lift up and cross the top lava to the right on a sequence of lifts and platforms. The Key is in the Cloud at the end.



## CHOMP ROCK ZONE



■ You've got to roll the Rock right all the way to the end. This means Pounding any posts in the way. Plan ahead!

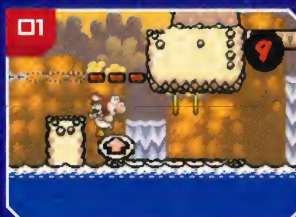


■ If you can't get in behind to push the Rock, stand on the leading edge and hold . You'll squat hard to move the ball forward.

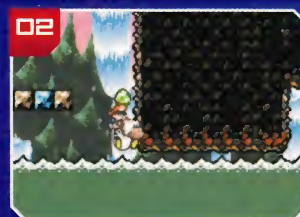


■ Use the Rock as a step here to get a Flower and some Red Coins. You'll have to get the Rock all the way down to use it.

## LAKE SHORE PARADISE

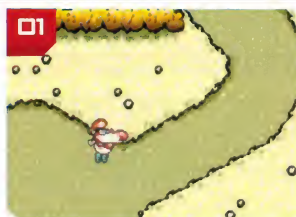


■ Hit this big Spring before shooting any Clouds and it'll produce a Secret Door. The Key is hidden in a Crate just to the right of the Spring.



■ Don't go up at the end of section three, Ground Pound into the water and duck right for a new area. Move the Lifts by spitting them back out.

## RIDE LIKE THE WIND



■ Opening section: Hit the Spring and jump right, hovering into the top channel. Get on the Lift and jump into the lower channel for Coins.



■ Secret Door: Hover into the alcove below where you enter section two. Get onto the Lift and bounce off the big Green Bullet to get to the door.

## HOOKBILL THE KOOPA'S CASTLE



■ Tricky to navigate, this. Destroy this block and drop down through the door at the bottom. Blast all the Clouds in the next room and exit through the top-right door.



■ Eat a Koopa here and keep the Shell in your mouth. Go right and drop down where the Arrows are. Spit the Shell into the gap down there to hit the boxed-in cloud.



■ This creates a stairway to a new door. The Key you need is hidden in the Crate through this door. Hit the Middle Ring, too.



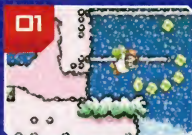
■ Now go up above and ride the Arrow Lift across the spikes to the locked door. Through it, you can go up past Lakitu to the boss door.



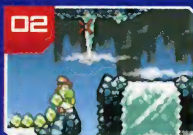


## WORLD FIVE

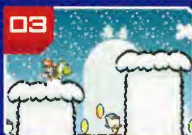
### BLIZZARD!!



**01** ■ Get the Key to the Secret Door by hovering into this alcove. Dodge the Rocks and Penguins, or you'll be knocked down.



**02** ■ Beware of the Stalactites here. There are a couple of times where you need to shoot them before jumping or you'll get killed.



**03** ■ If you can steal Lakitu's cloud in the final section, there's a hidden Red Switch that makes the run for home much easier.

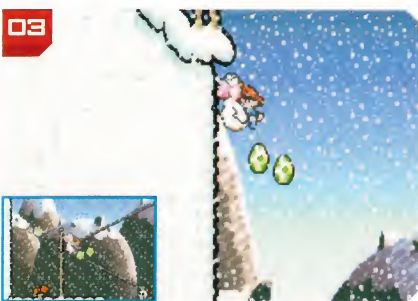
### RIDE THE SKI-LIFTS



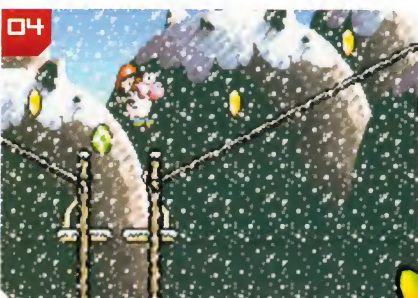
**01** ■ Roll the Snowball all the way along the first section. If you do this, it gets so big that it'll give you a step up at the end of the area.



**02** ■ You can avoid the first ski-lift section by hitting the Red Switches. The first is in a Winged Cloud, but the second is clearly visible.



**03** ■ This is the hard bit. Jump off here and float down and left for a while. You'll land on solid ground, cutting out some of the treacherous riding bits.



**04** ■ In this area you have to ride. To avoid the Flying Penguins, just press jump and you'll float up and land back on the Lift. All that jumping between the Lifts requires a delicate touch on the D-Pad.



### DANGER! ICY CONDITIONS AHEAD



**01** ■ Eat the Red Melons, but save your fiery breath for when it's most needed — blasting obstructive Ice Blocks or getting a Baby Mario Star.



**02** ■ Use the skill as before to clear the ski-lifts. The skiing section needs sharp reactions to leap every rock and fly over each hole.

### SLUGGY THE UNSHAVEN'S FORT



**01** ■ Section one is easy. Blast the Clouds and keep heading right and up. Break the Blocks and go down the Green Pipe. When you emerge at the other end, you'll need to go left.

**02** ■ Drop down and crack the Big Block in the bottom-left corner, then head left into the Pipe. When you're in there, hit the Cloud and then jump up on the bridge to grab the Middle Ring.



**03** ■ Now use the bridges to go up. There are two sections here where you need to jump and hover in order to progress. Fortunately, the Coins in the sky mark out your path for you.

#### WARNING!

The last bit of this level involves riding on a precarious moving platform. Don't jump off unless you have to and try to shoot any items that you want with Eggs. You should also duck occasionally as the creature will try to kill you by pushing Yoshi into lethal spikes on the roof.





## GOONIE RIDES



■ Crossing the bird section in the Helicopter is a bit on the tricky side. You'll need to swoop up and down diagonally to avoid them. Learn where the tokens are to renew your timer.

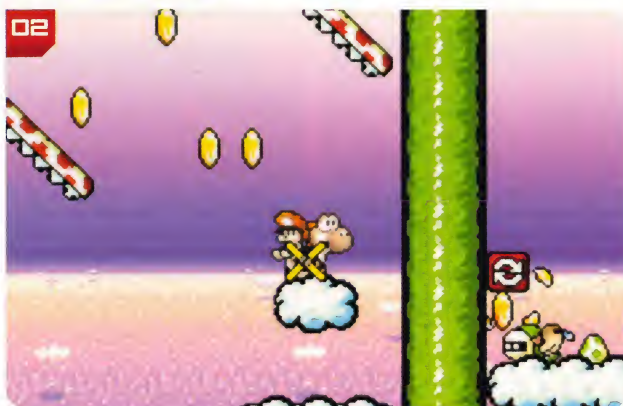


■ The section with the Red Switches requires you to climb the platforms very quickly. Take out the Piranha Plants and go for it. The very last jump requires a bit of hovering.

## WELCOME TO CLOUD WORLD

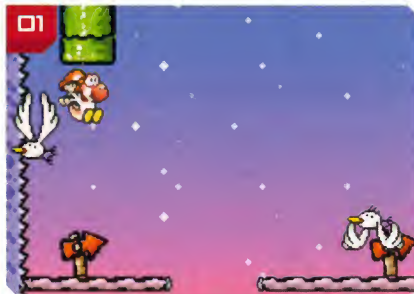


■ In section two, you need to ride a balloon up to the first Seesaw and off to the right. Duck into the second Pipe. In here, there's a hidden Cloud by Pipe five that drops a Red Switch.



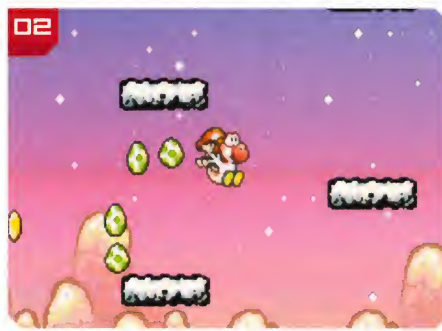
■ The Baseball guys actually help you in section two. Stand right by them and they'll hit the Platform Spin Switch for you.

## SHIFTING PLATFORMS AHEAD



■ This Pipe is the gateway to a secret area. To get into it, break the Middle Ring and go slightly to the right, then come back. Jump onto the back of the second Bird and jump into the Pipe.

■ Sprint the first part of this level. When you get to the Pinball Flippers, wait for the Square Blocks to completely fall down before going right and up on the thin platforms.



## RAPHAEL THE RAVEN'S CASTLE



■ This level is all about travelling upwards. Jump up through the first set of moving platforms and there's a door between two Piranha Plants at the top. Pick up Eggs and climb.

■ Go right at the top and freeze the Piranha Plants with the Ice Melon. Then move up past the Golden Cannon and go to the left. To get the Middle Ring, spring up and off a Bullets Bill.



■ Through the Flippers, eat the Arrow Lift to move it. Blast the Blocks and use the Lift to get to the Pipe at the top. Then there's another upwards section and you're at the boss door.



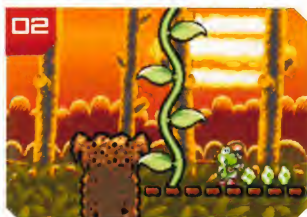


## WORLD SIX

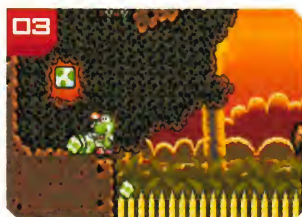
## SCARY SKELETON GOONIES



■ There's a Winged Cloud that drops a Switch here, leading to an underground cavern. Next up are the chomping Bow Wows. Don't rush, let them chew their holes before you attempt to pass.



■ To get to the Secret Door, Pound the Peg by the two Clouds, then shoot the right one for a bridge. Hit the left Cloud to grow a Beanstalk.



■ This bit is hard. You've got to jump and hover over the spikes. But jump again immediately or the Piranha Plant shoots you into the spikes, so be quick.

## THE CAVE OF THE BANDITS



■ Section one: Ground Pound the Bandits to kill them. Avoiding the flames is easy, but on the second lot of jumps you'll have to land in a squat so this pair don't get you.

■ Section three: Get set, it's Baby Mario time! You'll need to learn where the Stars are and remember that you can run through the mice, so all you have to worry about is jumping the Baseball guys.



■ Section two: Sprint and jump over both sets of Piranha Plants so they don't have time to aim. Take care climbing the stairs at the end as there's a Baseball guy at the top chucking Eggs.



## BEWARE THE SPINNING LOGS

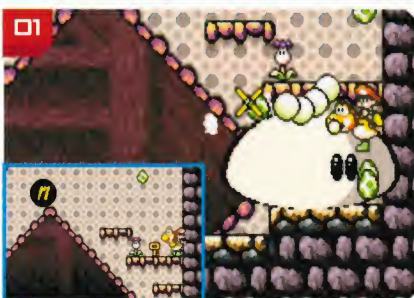


■ Section one: Never land on a spinning log, you need to hover above until they stop turning. Don't hurry the Fuzzy section — shoot them down if necessary. Stand still if you get hit.



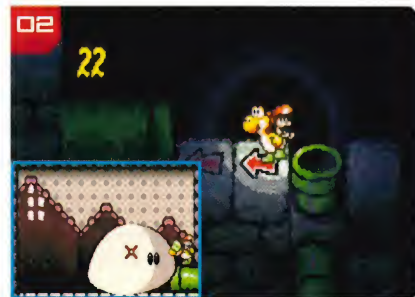
■ Section two: Jump into the highest of the first three spinning platforms as it's revolving. You'll then be fired up off the screen and can drift right into a secret area.

## TAP-TAP THE RED NOSE'S FORT

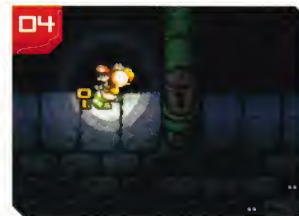


■ An old friend returns in section two. Go to the left of the level and the block transforms. You need to hit the guy with Eggs until he dies. When he does, he'll leave a Key for the door on the left.

■ In this Pipe section, go right from the point where you entered, past two 'up' Pipes and take the first 'down' Pipe. Go back left, jumping the gaps. The Pipe at the end has a Blob in it.



■ Kill him with Eggs for the Key. Even if you have six Eggs a couple are going to need to hit him twice, so you'll have to ricochet them off walls and ceiling. You can also use an Egg Replenish icon, if you need to.



■ Take the Key all the way back across the fire and pits and back up the Pipe you came down in the first place. Go left and take the first 'up' Pipe you see. Then go right and unlock the locked Pipe.

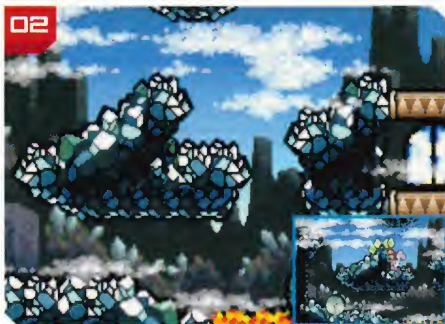




## THE VERY LOOOOOONG CAVE



■ To get into this door, let the Rock roll and drop. Now drop on top of the Rock through the gap as it rolls beneath. Stay balanced on the Rock and hop up to the door. It's tricky.



■ This is a scrolling stage, so don't mess about. Take any chance you get to make Eggs as certain sections are impassable unless you can blast down the Stalactites.

## THE DEEP UNDERGROUND MAZE



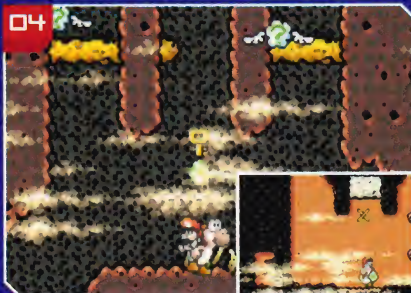
■ To get back to the door, go down and right where the Coins are. Kill the Ghost and use the Spring to rocket back up to the door. Go left, through the Flipper and head down. You're there!



■ Roll the Rock right and providing you miss the first flame, you can just run right behind it and kill everything in the tunnels. Now guide the Rock down and left to the Key.



■ Go right and Ground Pound through the yellow stuff into a new chamber. Then Pound through more and you'll fall into a high room. Go right into a new room with three Clouds.



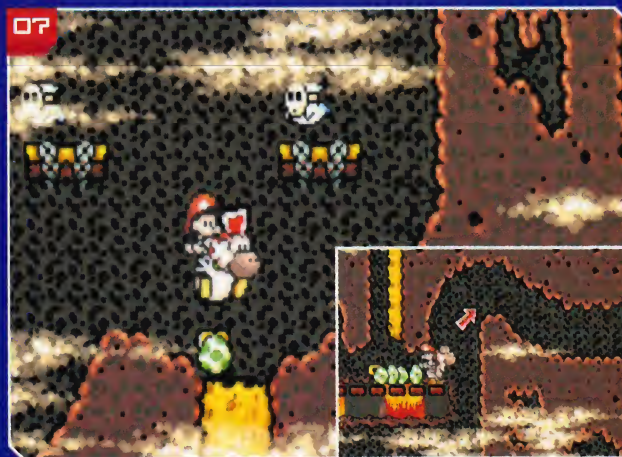
■ Shoot up the middle channel three times to get a Key. Go all the way over to the left and through the door. Now go right and jump up on the platforms. At the top, shoot up for a Spring.



■ Jump on the Spring and go left. Eat the flaming Shy Guy and torch another two enemies. Ground Pound down through the bit of white rock to a new area and enter the door.



■ Here you need to ricochet an Egg through the gap on the right to hit the Cloud, making a bridge. But don't go into a door now as doing that will take the bridge away.



■ Here, you'll need to hit the Spring and go up and to the right. Then Ground Pound down through the yellow rock and you'll finally come to a bridge. Now jump off the bridge to the right and you'll find the door that you need.





### KEEP MOVING!!!!



■ **Section two:** All you need to do here is stay on the Red Lift as it speeds up and dodges through the fire. Now get onto the Green Lift and leap over anything that looks remotely hostile.

■ **Rush through the first two chases.** On the Green Platforms, jump up as you start to descend. The platform above will swoop down and catch you. Then it's on to another chase.



■ **Exit the circular Yellow Lift** on the top-right staircase and go across the top to the right edge. Drop down and go left through some Flippers until you see a Green Pipe — that's the exit.

### KING BOWSER'S CASTLE



■ **The first bit of this stage** is all about getting chased by Kamek. He will always appear directly behind you, so you just need to get ready and dodge him when he appears.

■ **Now pick a door** from the four by throwing an Egg at it. This will determine what path you take to the stage before the boss. If you don't like the one you get, just die and choose again.



#### ■ Door one:

This is the one that you don't want, because it's full of tight spaces, spinning maces and lots of fire. If you make it, exit through a door after hitting the Red Switch.



#### ■ Door two:

This is a fairly easy mini-maze stage. You'll need to squash the White Block to make a bridge, then kill the Blob with Eggs or Melon Seeds to get the Key.

#### ■ Door three:

This is a right-to-left scrolling stage with Tap-Tap in hot pursuit. Don't worry about killing him, because you can't. Just exit through the Pipe at the end of the stage.



#### ■ Door four:

Now this one is really easy. All you have to do is negotiate a few shifting platforms and bag tons of Gold Coins. This is the one to choose if you want an easy time of it.

#### ■ Is that it then?

Not quite. After you've watched the story resolve itself, go back into the game again. You'll see that secret levels have opened up in each world. These serve no purpose, except to see how good you *really* are. They're tough and finishing them all is a hardcore achievement. You'll notice two more gaps by the secret levels. Those open up when you get perfect 100 scores on each level.







## BASH THE BOSSES



### ■ FORT BOSS: MARCHING MILDE

While the actual getting to Milde is quite a challenge, the boss battle is a piece of cake. It doesn't attack you, it just walks. You break it into smaller Mildes by Ground Pounding on top of it and Pound them until they break into normal-sized Mildes. You can eat these or kill them with Eggs. When they're all gone, you're done. And you can't kill the big Bow-Wow at the start of 4-4 — you just have to outrun it.



### ■ CASTLE BOSS: HOOKBILL THE KOOPA

This guy looks more threatening than he really is. Keep jumping on his shell and he'll stand still coughing up Eggs. Grab the Eggs, then start firing them at his face. You've got to hit him four times in quick succession and each hit rocks him back further. The fourth knocks him down and that's when you get to Ground Pound on his scaly belly. Repeat this sequence until he snuffs it.



### ■ FORT BOSS: SLUGGY THE UNSHAVEN

Sluggy the Unshaven has a weak point and it's fairly obvious — his heart. Get a full quota of Eggs and keep hitting him in quick succession in one place. You'll see his slimy body shudder and recoil, and three or four quick hits to the chest leaves his beating heart exposed. Hit it and old Sluggy's hurt, so just keep doing it until he falls over. You can top up with Eggs on the left-hand side of the stage.



### ■ CASTLE BOSS: RAFAEL THE RAVEN

Rafael the Raven will immediately hammer you up onto a big ball. There are two pegs on it and when you Ground Pound them they pop out on the opposite side. To beat Rafael, run around the ball avoiding him and hammer the pegs so they stab him in the feet from underneath. It requires good timing, but he will stop on top of the peg holes from time to time to make it easier for you.



### ■ FORT BOSS: TAP-TAP THE RED NOSE

Fill up with Eggs at the top of the stage. Your shots only stun Tap-Tap — the way to beat him is to blast away the coloured blocks at the bottom of the stage so he eventually bounces down into the fire and dies a flame-grilled death. Aim those Eggs groundward, and only deal with Tap-Tap if he gets too close. This battle takes a while, but once you've made a big enough hole he'll fall in.

## KING BOWSER

King Bowser has three attack stages, so we'll deal with them separately below.



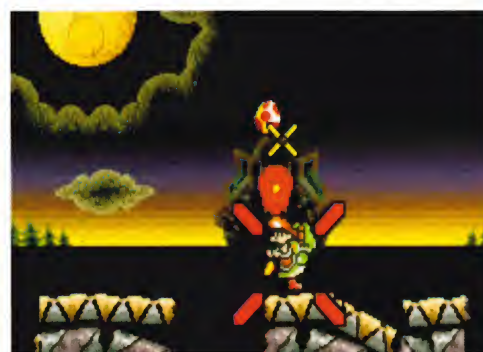
### ■ PHASE ONE: BABY

Copy what he does. Ground Pound the floor near him and the resulting shockwave hurts the little guy. Get him directly after he's tried to hit you, or as he comes off your back.



### ■ PHASE TWO: ROCK FALL

When the Red Arrows appear, move. That's where Bowser rains down a torrent of scenery-wrecking boulders so don't get in the way. He does this at the start of the fight and again halfway through.



### ■ PHASE THREE: FIREBALLS

Bowser will spit fire at you. Jump it and retaliate by grabbing the Giant Eggs floating past and hurl them at him. He's easier to hit if you let him wade in close. At medium range, aim just above his head or open mouth. It takes a while to get the range right when throwing *into* the screen rather than *across* it, but three good hits and he's done for.



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OFFICIAL MAGAZINE

# TNT BUYER'S GUIDE

THE SALES ARE HERE AND WHAT BETTER WAY TO SPEND THE NEW YEAR THAN BY BLOWING A WAD OF CASH ON GAMES? CHECK 'EM OUT INSIDE...





**TNT: GOLD – 10/10**  
Gaming perfection



**TNT: MUST BUY – 9/10**  
Almost perfect

**8** HIGHLY RECOMMENDED  
**7** GOOD  
**6** AVERAGE  
**5** COULD BE FLAWED

**4** POOR  
**3** DIRE  
**2** DISASTROUS  
**1** A DISGRACE

## ACE GOLF



■ 1-4 Players ■ Issue 123  
■ Memory / 5 Blocks

■ **Our Verdict** This may have all the hallmarks of a cute and cuddly game, but the golf action offers more than enough of a challenge to satisfy even die-hard golfing fanatics. Get swinging!

Price  
£39.99

**7**

<http://www.eidosinteractive.co.uk>



## BURNOUT



■ 1-2 Players ■ Issue 116  
■ Memory / 4 Blocks

■ **Our Verdict** Acclaim's street racer is still a regular in the NOM office and with its mix of ramped-up arcade gameplay, pin-sharp graphics and incredible speed, you'll be burning out for months.

Price  
£39.99

**8**

<http://www.acclaimuk.com>



## AGGRESSIVE INLINE



■ 1-2 Players ■ Issue 121  
■ Memory / 57 Blocks

■ **Our Verdict** More extreme sports tomfoolery glides onto GameCube in this inline skating sim. It's worth a look for its original challenges and levels, but it nearly takes up a whole Memory Card!

Price  
£39.99

**7**

<http://www.acclaimuk.com>



## CEL DAMAGE



■ 1-4 Players ■ Issue 116  
■ Memory / 2 Blocks

■ **Our Verdict** GameCube's first foray into cel-shaded games produces a racer packed with crazy weapons, violent smashes and an excellent multiplayer mode. Shame it doesn't last long on your own.

Price  
£39.99

**7**

<http://www.uk.ea.com>



## BEACH SPIKERS



■ 1-4 Players ■ Issue 121  
■ Memory / 3 Blocks

■ **Our Verdict** One of the finest multiplayer sports games to grace a GameCube, this beach volleyball game is easy to learn and stars lovely ladies in bikinis. One-player mode has its limitations, though.

Price  
£39.99

**8**

<http://www.sega.com>



## CRASH BANDICOOT THE WRATH OF CORTOX



■ 1 Player ■ Issue 123  
■ Memory / 2 Blocks

■ **Our Verdict** Varied levels, from platforming to dogfighting, make this a fun title to play, but skilled gamers will complete it within five hours. It also suffers from an almost constant drop in frame-rate.

Price  
£39.99

**7**

<http://www.vugames.com>



## BLOODY ROAR EXTREME



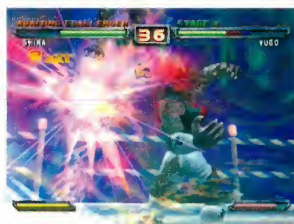
■ 1-2 Players ■ Issue 116  
■ Memory / 3 Blocks

■ **Our Verdict** Mutant fighters go one-on-one in this GameCube beat-'em-up. Choose from 16 fighters who have the power to morph into a lion, rabbit and even a bat. A tough fighter with great replay value.

Price  
£39.99

**8**

<http://www.activision.com>



## DARK SUMMIT



■ 1-4 Players ■ Issue 117  
■ Memory / 4 Blocks

■ **Our Verdict** Strange things are happening at the summit of Mt. Garrick and you've got to find out what. Race (or rather trudge) down the slopes in this fun but limited snowboarding/adventure title.

Price  
£39.99

**7**

<http://www.thq.com>



## BMX XXX



■ 1-2 Players ■ Issue 124  
■ Memory / 18 Blocks

■ **Our Verdict** This x-rated title will raise a brief smile if you're old enough to understand it and this just about masks the cynical concept. But without the gags this'd be a pretty average BMX simulation.

Price  
£39.99

**7**

<http://www.bmxxxx.com>



## DIE HARD VENDETTA



■ 1 Player ■ Issue 123  
■ Memory / 6 Blocks

■ **Our Verdict** This is a clever blend of action and stealth with an involving story line. But the lack of a multiplayer option is annoying and the bad language and violence mean it's not one for kids.

Price  
£39.99

**8**

<http://www.foxinteractive.com>



## BOMBERMAN GENERATIONS



■ 1-4 Players ■ Issue 123  
■ Memory / 3 Blocks

■ **Our Verdict** The one-player adventure is slow paced and badly designed, but if you're a fan of the Bomberman series, this instalment is worth picking up for the frantic multiplayer mode alone.

Price  
£39.99

**7**

<http://www.vugames.com>



## DISNEY SPORTS FOOTBALL



■ 1-4 Players ■ Issue 123  
■ Memory / 15 Blocks

■ **Our Verdict** A fine football game for the whole family, Disney Sports Football has excellent A.I. and comical animation. It's best played in multiplayer mode, so get a mate round for a giggle.

Price  
£39.99

**7**

<http://www.konami-europe.com>







## DRIVEN



■ 1-2 Players ■ Issue 116  
■ Memory / 5 Blocks

■ **Our Verdict** The dire film turns into a very respectable racer. Enter the Zone for eye-watering speeds and try beating Story mode on tracks from New York to Germany. Just don't expect an easy ride.

Price  
£39.99



<http://www.bam4fun.com>



## FREEKYLE



■ 1-4 Players ■ Issue 121  
■ Memory / 2 Blocks

■ **Our Verdict** From the studio behind *SSX Tricky* comes this dirt bike trick fest. There's a huge array of bikes and riders, and the track designs make this exceptional, but it's also a very unforgiving ride.

Price  
£39.99



<http://www.uk.ea.com>



## EGGO MANIA



■ 1-2 Players ■ Issue 121  
■ Memory / 3 Blocks

■ **Our Verdict** Kind of like *Tetris* in reverse, this block-building game relies on addictive puzzle action as you try and beat your egg buddy to the rescue ship at the top of the screen. A good price, too.

Price  
£29.99



<http://www.kemco-europe.com>



## HARRY POTTER AND THE CHAMBER OF SECRETS



■ 1 Player ■ Issue 124  
■ Memory / 4 Blocks

■ **Our Verdict** If you're in love with all things *Potter*, *The Chamber of Secrets* will have you spellbound — for a while. Harry's second adventure also has some of the finest visuals on GameCube so far.

Price  
£44.99



<http://www.harrypotter.ea.com>



## ETERNAL DARKNESS



■ 1 Player ■ Issue 122  
■ Memory / 8 Blocks

■ **Our Verdict** A truly unique and original game with a great script, cut-scenes and the innovative Sanity system, *Eternal Darkness* will leave you spooked, stumped and speechless.

Price  
£44.99



<http://www.eternaldarkness.com>



## ISS2



■ 1-4 Players ■ Issue 116  
■ Memory / 5 Blocks

■ **Our Verdict** A firm football favourite at *NOM*, *ISS2* is dead easy to pick up and looks better than ever. Shooting is very sensitive and you'll have to build up your play to get an opening.

Price  
£39.99



<http://www.konami-europe.com>



## EXTREME G-3



■ 1-4 Players ■ Issue 117  
■ Memory / 3 Blocks

■ **Our Verdict** Putting the series back on track, the third instalment has a wicked turn of speed and some mental tracks. With no slowdown in multiplayer, speed freaks would be wise to take a look.

Price  
£39.99



<http://www.acclaimuk.com>



## JAMES BOND 007 IN... AGENT UNDER FIRE



■ 1-4 Players ■ Issue 118  
■ Memory / 3 Blocks

■ **Our Verdict** It's not quite as classy as *GoldenEye 007* and it doesn't offer much challenge to veterans, but it stays true to the *Bond* name and the mix of driving and shooting makes it worth a look.

Price  
£44.99



<http://www.uk.ea.com>



## F1 2002



■ 1-4 Players ■ Issue 118  
■ Memory / 4 Blocks

■ **Our Verdict** Coulthard and Co. bring the F1 world to life, giving race fans an authentic-looking game. Those less patient will hate the load times and cars that tend to spin and get damaged far too easily.

Price  
£39.99



<http://www.uk.ea.com>



## JAMES BOND 007 NIGHTFIRE



■ 1-4 Players ■ Issue 124  
■ Memory / 2 Blocks

■ **Our Verdict** James Bond's second GameCube outing is rip-roaring stuff and only misses out on an Almost Perfect rating due to a disappointing multiplayer option and a lack of *Bond* humour.

Price  
£44.99



<http://www.uk.ea.com>



## FIFA 2003



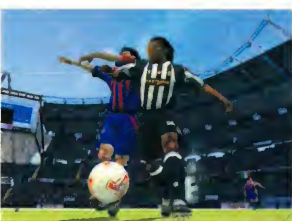
■ 1-4 Players ■ Issue 122  
■ Memory / 52 Blocks

■ **Our Verdict** After the awful *2002 FIFA World Cup*, we were expecting the worst, but *FIFA 2003* is anything but relegation material. Great graphics and playability make this a serious title contender.

Price  
£39.99



<http://www.uk.ea.com>



## KELLY SLATER'S PRO SURFER



■ 1-2 Players ■ Issue 121  
■ Memory / 10-14 Blocks

■ **Our Verdict** Activision's 02 line-up doesn't just feature *Tony Hawk* as this game will testify. Nearly two hours of beautiful footage sets the scene for a refreshing challenge. Be prepared, it takes time to master.

Price  
£39.99



<http://www.activision02.com>







**TNT: GOLD - 10/10**  
Gaming perfection



**TNT: MUST BUY - 9/10**  
Almost perfect

**8** HIGHLY RECOMMENDED  
**7** GOOD  
**6** AVERAGE  
**5** COULD BE FLAWED

**4** POOR  
**3** DIRE  
**2** DISASTROUS  
**1** A DISGRACE

## LOST KINGDOMS



■ 1-2 Players ■ Issue 119  
■ Memory / 2 Blocks

■ **Our Verdict** Formally known as *Rune* in Japan, this exclusive GameCube RPG will leave you obsessively collecting cards for some great monster battles. Worth a look while you wait for *Zelda*.

Price  
£39.99

**7**

<http://www.activision.com>



## MAT HOFFMAN'S PRO BMX 2



■ 1-8 Players ■ Issue 123  
■ Memory / 18 Blocks

■ **Our Verdict** *Pro BMX 2* is a solid title and well worth the purchase, but it's neither as polished, nor as innovative as *Tony Hawk's Pro Skater 4*. Extreme sports fans will like it, but not as much as *Tony*.

Price  
£39.99

**8**

<http://www.activision02.com>



## LUIGI'S MANSION



■ 1 Player ■ Issue 116  
■ Memory / 3 Blocks

■ **Our Verdict** Mario's younger, lankier brother steals the limelight in a game that shows you exactly what GameCube can do. Catch ghosts and save Mazza in a classic that's a little too short for some.

Price  
£39.99

**8**

<http://www.nintendo-europe.com>



## MEDAL OF HONOR FRONTLINE



■ 1-4 Players ■ Issue 123  
■ Memory / 4 Blocks

■ **Our Verdict** An excellent and atmospheric attempt at bringing the horror of WWII to GameCube, *Medal of Honor Frontline* is only let down by its hit-and-miss aiming, which might frustrate you at times.

Price  
£44.99

**8**

<http://www.uk.ea.com>



## MADDEN NFL 2003



■ 1-2 Players ■ Issue 121  
■ Memory / 58 Blocks

■ **Our Verdict** American football won't suit everyone, but if you're a fan this is one of the best *Madden* titles in ages. Exciting mini-games and a 30-season Franchise mode make it Superbowl material.

Price  
£39.99

**8**

<http://www.uk.ea.com>



## MX SUPERFLY



■ 1-2 Players ■ Issue 121  
■ Memory / 8 Blocks

■ **Our Verdict** Not quite as good as *Excitebike 64* or EA's *Freekstyle*, THQ's motocross racer is a little too realistic for its own good and that ruins the fun. Freestyle mode and the mini-games don't quite save it.

Price  
£39.99

**7**

<http://www.mxsuperfly.com>



# MARIO PARTY 4



■ **Our Verdict** All your favourite Nintendo characters put in an appearance in this wacky party game as you take part in far-out challenges like Mushroom Medic and Mr Blizzard's Brigade. You'll be amazed at how competitive things can get when you're trying to win the most Stars and be crowned Party Hero. All this makes *Mario Party 4* one of the most original and appealing games on GameCube.

■ **Reader Verdict** *Mario Party 4* combines some of the GameCube's best graphics and sound, and with over 50 mini-games to unlock and master, this is without doubt the ultimate in multiplayer gaming. A must for all Nintendo fans. Dave Westlake

Website <http://www.marioparty.com>



1-4 Players



2 Blocks



Issue 123

Price  
£39.99

**9**



## NBA COURTSIDE 2002



■ 1-4 Players ■ Issue 117  
■ Memory / 7 Blocks

■ **Our Verdict** It may not be every GameCube owner's sport of choice, but this basketball sim features incredible A.I. and a mint passing system. It's just a shame that only fans of the sport need apply.

Price  
£39.99

**8**

<http://www.nintendo-europe.com>



## NEED FOR SPEED HOT PURSUIT 2



■ 1-2 Players ■ Issue 122  
■ Memory / 7 Blocks

■ **Our Verdict** This is a tidy little racer with plenty of cars and game modes, but it has problems in the handling and speed departments. If you want seriously eye-watering race action, grab a copy of *Burnout*.

Price  
£39.99

**7**

<http://www.uk.ea.com>



## NHL HITZ 20-02



■ 1-4 Players ■ Issue 116  
■ Memory / 8 Blocks

■ **Our Verdict** Over the top and over here, *NHL Hitz 20-02* breaks the rules with dirty play and skaters who catch 'fire' if they score loads of goals. A multiplayer must, this lacks one-player depth.

Price  
£39.99

**7**

<http://www.midway.com>







## NHL HITZ 20-03



■ 1-4 Players ■ Issue 122  
■ Memory / 8 Blocks

■ **Our Verdict** Emerging just six months after its predecessor, *NHL Hitz 20-03* is not much more than a solid evolution of *NHL Hitz 20-02*. Don't expect much more than a fun-for-a-while arcade game.

Price  
£39.99

7

<http://www.midway.com>



## SEGA SOCCER SLAM



■ 1-4 Players ■ Issue 122  
■ Memory / 5 Blocks

■ **Our Verdict** They call it soccer, we call it football, but *Sega Soccer Slam* is something completely new. And that makes it a breath of fresh air, with an emphasis on gruesome tackles and mate-bashing fun.

Price  
£39.99

8

<http://www.sega.com>



## PIKMIN



■ 1 Player ■ Issue 118  
■ Memory / 4 Blocks

■ **Our Verdict** Shigeru Miyamoto has done it again with a puzzle-solving strategy game featuring cuddly Pikmin. Totally mad, but a gem to play. *Pikmin* misses a top score as it's just too short.

Price  
£39.99

8

<http://www.nintendo-europe.com>



## SMUGGLER'S RUN: WARZONES



■ 1-4 Players ■ Issue 122  
■ Memory / 6 Blocks

■ **Our Verdict** There's nothing else like *Smuggler's Run: Warzones* on GameCube, and while the one-player mode might be a little slow and repetitive, the multiplayer game is a total riot.

Price  
£39.99

8

<http://www.rockstargames.com>



## PRO RALLY



■ 1-4 Players ■ Issue 122  
■ Memory / 3 Blocks

■ **Our Verdict** The GameCube's first rally game is packed with tracks, cars and great graphics. Unfortunately, it lacks the precise controls to make it a truly essential driving experience.

Price  
£39.99

7

<http://www.ubisoft.co.uk>



## SPIDER-MAN



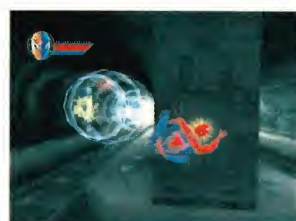
■ 1 Player ■ Issue 118  
■ Memory / 2 Blocks

■ **Our Verdict** The awesome film turns out to be an average game thanks to iffy controls and poor camera angles that make it difficult to play. Still, there's a variety of levels and some top bosses.

Price  
£39.99

7

<http://www.activision.com>



## RED CARD



■ 1-2 Players ■ Issue 119  
■ Memory / 12 Blocks

■ **Our Verdict** Just what *NHL Hitz* is to ice hockey, *Red Card* is to football. Crunching tackles and fast-flowing action make this a change to the usual realism of *FIFA* and *ISS2*. Great two-player mode, too.

Price  
£39.99

8

<http://www.midway.com>



## SPYHUNTER



■ 1-2 Players ■ Issue 117  
■ Memory / 2 Blocks

■ **Our Verdict** The name may be 20 years old, but this fast-paced blaster is still fun. Graphically, it would have looked at home on the N64, but the weapons are superb and the two-player is a cracker.

Price  
£39.99

7

<http://www.midway.com>



## RESIDENT EVIL



■ 1 Player ■ Issue 120  
■ Memory / 8 Blocks

■ **Our Verdict** Amazing to look at and packed with skin-crawling scares to make grown-ups scream and wet themselves, *Resident Evil* is one of the top horror games to buy for your GameCube.

Price  
£44.99

9

<http://www.capcom.com>



## SSX TRICKY



■ 1-2 Players ■ Issue 118  
■ Memory / 5 Blocks

■ **Our Verdict** EA BIG gets its first taste of GameCube in a massive snowboard sim that's packed to the gills with mad tricks. But it does suffer slowdown at busy times and later courses are too cluttered.

Price  
£39.99

7

<http://www.uk.ea.com>



## ROCKY



■ 1-16 Players ■ Issue 123  
■ Memory / 2 Blocks

■ **Our Verdict** *Rocky* is the boxing game on GameCube. Guide droopy-eyed Sly through the epic punch-ups featured in the five movies, fighting Apollo Creed, Clubber Lang and Ivan Drago along the way.

Price  
£39.99

9

<http://www.rockythegame.com>



## STAR FOX ADVENTURES



■ 1 Player ■ Issue 123  
■ Memory / 3 Blocks

■ **Our Verdict** He took his time, but now Fox is back and fighting evil on Dinosaur Planet, sweeping you along with his beautiful and mesmerising quest. The only trouble is it's not long enough.

Price  
£44.99

9

<http://www.nintendo-europe.com>







**TNT: GOLD - 10/10**  
Gaming perfection



**TNT: MUST BUY - 9/10**  
Almost perfect

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**7** GOOD  
**6** AVERAGE  
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**3** DIRE  
**2** DISASTROUS  
**1** A DISGRACE

## STAR WARS JEDI KNIGHT II: JEDI OUTCAST



■ 1-2 Players ■ Issue 123  
■ Memory / 27 Blocks

**Our Verdict** Battle your way from one side of the galaxy to the other, solving puzzles, blasting Imperial scum and using mind-tricking, throat-crushing Force powers along the way. Great stuff!

Price  
£39.99

**9**

<http://www.lucasarts.com>



## TIGER WOODS PGA TOUR 2003



■ 1-4 Players ■ Issue 124  
■ Memory / 32 Blocks

**Our Verdict** The best golf game on GameCube, this misses out on greatness due to the lack of a comprehensive tour mode. But the graphics are stunning and the control system is top-class.

Price  
£39.99

**8**

<http://www.uk.ea.com>



## STAR WARS ROGUE LEADER: ROGUE SQUADRON II



■ 1 Player ■ Issue 116  
■ Memory / 3 Blocks

**Our Verdict** Video games rarely come near to recreating the original *Star Wars* trilogy, but LucasArts' stunning title comes very close — and it's only playable on Nintendo GameCube.

Price  
£44.99

**9**

<http://www.lucasarts.com>



## TIMESPLITTERS 2



■ 1-4 Players ■ Issue 122  
■ Memory / 2 Blocks

**Our Verdict** Travel through time and space, righting the wrongs perpetrated by those pesky TimeSplitters in this top First Person Shooter. The multiplayer is right up there with *GoldenEye 007*.

Price  
£44.99

**9**

<http://www.eidos.co.uk>



## STAR WARS THE CLONE WARS



■ 1-4 Players ■ Issue 123  
■ Memory / 3 Blocks

**Our Verdict** What first appears to be a mindless blaster, soon turns into an absorbing shooter with bonus objectives and lasting appeal, much like *Rogue Squadron II*. The multiplayer mode is great fun, too.

Price  
£39.99

**8**

<http://www.lucasarts.com>



## TONY HAWK'S PRO SKATER 3



■ 1-2 Players ■ Issue 116  
■ Memory / 6-8 Blocks

**Our Verdict** The best just got better. This is a totally awesome extreme sports game that's addictive and very hard to master. It'll keep you coming back for just one more go.

Price  
£39.99

**9**

<http://www.activision02.com>



## SUPER MARIO SUNSHINE



■ 1 Player ■ Issue 121  
■ Memory / 7 Blocks

**Our Verdict** One of video games' greatest icons returns in Shigeru Miyamoto's latest masterpiece. Lead Mario across Isle Delfino, clearing up the island's graffiti with his FLUDD contraption.

Price  
£39.99

**10**

<http://www.nintendo-europe.com>



## SUPER MONKEY BALL



■ 1-4 Players ■ Issue 116  
■ Memory / 3 Blocks

**Our Verdict** Highly original and packed with arcade fun, Sega's new heroes are a blast. Simple to play and nectar in multiplayer, it doesn't quite hit the top spot due to a lack of one-player replay value.

Price  
£39.99

**8**

<http://www.sega.com>



## SUPER SMASH BROS. MELEE



■ 1-4 Players ■ Issue 117  
■ Memory / 3 Blocks

**Our Verdict** The sequel to the N64 best seller, this fighter sees you battling an all-star cast from classic Nintendo games across some great locations including *F-Zero's* Mute City and *Zelda's* Termina. Superb!

Price  
£39.99

**9**

<http://www.nintendo-europe.com>



## TONY HAWK'S PRO SKATER 4



**Our Verdict** If you thought *Tony Hawk's* games couldn't get any better after *Tony Hawk's Pro Skater 3*, you were wrong. *Tony 4* takes everything that's good about the series and adds more freedom, more tricks and more fun. There are so many challenges, mini-games and objects to grind that you'll still be playing this when *Tony 5* turns up.

**Reader Verdict** I've always loved *Tony Hawk's* games and this is the best ever. The tricks, levels and multiplayer battles are so good that I even dream about them in my sleep. Richard Wells

**Website** <http://www.activision02.com>



Price  
£39.99

**9**







## TUROK EVOLUTION



■ 1-4 Players ■ Issue 122  
■ Memory / 3 Blocks

■ **Our Verdict** Despite all the hype surrounding the release of *Turok Evolution*, the game itself feels like a missed opportunity. Distracting for a while, but definitely not state of the art.

Price  
£39.99



<http://www.acclaimuk.com>



## WORMS BLAST



■ 1-2 Players ■ Issue 117  
■ Memory / 3 Blocks

■ **Our Verdict** Those crazy Worms star in a brain-mashing puzzler that's easy on the eye, but a beast to perfect. Taking the best from games like *Bust-A-Move*, 60 puzzles await and the later ones are very nasty.

Price  
£39.99



<http://www.team17.com>



## TY THE TASMANIAN TIGER



■ 1 Player ■ Issue 123  
■ Memory / 1 Block

■ **Our Verdict** If you like your platform adventures on the right side of cute and cuddly, check this one out. *Ty the Tasmanian Tiger* has plenty of variety, including some cool swimming levels.

Price  
£39.99



<http://www.uk.ea.com>



## WRECKLESS: THE YAKUZA MISSIONS



■ 1-2 Players ■ Issue 124  
■ Memory / 19 Blocks

■ **Our Verdict** If action-packed racers are your thing, *Wreckless* is one to consider. Drive a multitude of high-powered motors through the streets of Hong Kong in an attempt to defeat the deadly Yakuza.

Price  
£39.99



<http://www.activision.co.uk>



## WAVE RACE BLUE STORM



■ 1-4 Players ■ Issue 116  
■ Memory / 12 Blocks

■ **Our Verdict** No GameCube title has water effects like those in *Blue Storm* and with highly tuned computer A.I., the single-player mode is very tough to beat. Give it a go, you won't be disappointed.

Price  
£39.99



<http://www.nintendo-europe.com>



## ZOOCUBE



■ 1-4 Players ■ Issue 120  
■ Memory / 2 Blocks

■ **Our Verdict** At just under £40 there isn't enough variety at this price and it would have looked at home on the N64. Saying that, *ZooCube*'s simple enough to pick up and it isn't just another sequel.

Price  
£39.99



<http://www.acclaimuk.com>



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Every one of these tasty titles has been spotted on the High Street for less than twenty quid — and they're all smashers

1

### CASTLEVANIA

■ 1 Player ■ Issue 106



■ **Our Verdict** Scary and challenging, this might be a little too tough for kids, but the boss battles make it well worth a look.



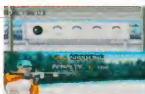
2

### ESPN INT'L WINTER SPORTS

■ 1-4 Players ■ Issue 113



■ **Our Verdict** A truly world-beating game that'll keep you going for ages with varied challenges that demand to be beaten.



3

### ECKS VS. SEVER

■ 1-4 Players ■ Issue 111



■ **Our Verdict** An excellent game with some quality touches, *Ecks vs. Sever* has missions and link-up play to die for.



4

### GT ADVANCE RACING

■ 1 Player ■ Issue 107



■ **Our Verdict** A great racing game with loads of options that plays like a dream. You'll be playing this slick speedster for ages.



5

### RAYMAN ADVANCE

■ 1-4 Players ■ Issue 106



■ **Our Verdict** *Rayman Advance* offers a rewarding adventure that's intensely playable and nothing short of gorgeous.



## NINTENDO OFFICIAL MAGAZINE'S GAMES BIN



Any GameCube game that we rate lower than a six out of ten gets dumped into the *Nintendo Official Magazine Games Bin*, hopefully never to see the light of day again. But beware — some dodgy retailers will still sell you these stinkers.

### GAMECUBE

- 18 Wheeler [117] 4/10
- 2002 FIFA World Cup [118] 4/10
- Barbarian [121] 6/10
- Batman Vengeance [116] 5/10
- Capcom Vs. SNK 2 EO [120] 6/10
- Crazy Taxi [116] 6/10
- Dave Mirra Freestyle BMX 2 [116] 6/10
- Disney's Magical Mirror
- Starring Mickey Mouse [121] 6/10
- Disney's Tarzan Freeride [116] 6/10
- Donald Duck Quack Attack [117] 4/10
- Doshin The Giant [122] 6/10
- ESPN International Winter Sports 2002 [117] 6/10
- Gauntlet Dark Legacy [121] 4/10
- Jeremy McGrath Supercross World [118] 5/10
- Knockout Kings 2003 [123] 6/10
- Legends of Wrestling [117] 4/10
- Mystic Heroes [123] 6/10
- NBA Live 2003 [123] 5/10
- NHL 2003 [121] 5/10
- Pro Tennis WTA Tour [122] 6/10
- Reign of Fire [124] 6/10
- Rocket Power Beach Bandits [123] 5/10
- Scooby-Doo! Night of 100 Frights [123] 6/10
- Sonic Adventure 2 Battle [116] 6/10
- Spyro: Enter the Dragonfly [124] 6/10
- Taz Wanted [122] 5/10
- Tetris Worlds [122] 5/10
- The Simpsons Road Rage [117] 5/10
- Top Gun Combat Zones [121] 6/10
- UFC Throwdown [121] 6/10
- Universal Studios Theme Parks Adventure [116] 3/10
- Virtua Striker 3 Ver. 2002 [118] 4/10
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She was bursting to tell her mates. But then she had to have tea with her Nan.





# SUPER MARIO KART

■ Release 1992 ■ By Nintendo

**T**his issue's Classic Scene takes you back over ten years to 1992, when Super NES owners were given the gaming treat of their lives... *Super Mario Kart*. The game saw Mario taking a break from his usual heroics for a spot of go-karting with all the other star characters from the Mushroom Kingdom. Mario, Luigi, Peach, Yoshi, Bowser, Donkey Kong Jr., Toad and Koopa thrashed around 20 circuits in four Cup tournaments, striving to be the karting champion.

For anyone who had a Super NES at the time, *Super Mario Kart* was an essential purchase and, for many, the best game ever made for the 16-bit machine. In particular, the highly addictive multiplayer options lifted this game into the all-time greats category. Even now there's something unique in racing against a friend or fighting in an arena in the Battle mode using the array of inventive power-ups. The top-quality visuals, spot-on controls and an unforgettable soundtrack make *Super Mario Kart* a real timeless classic.

## 5 THINGS YOU MAY NOT KNOW

01 If you complete the Mushroom, Flower and Star Cups you'll unlock the ultra-exclusive Special Cup.

02 Holding **□** while using a Green Shell shoots it backwards at tailgating racers. That'll give 'em a surprise...

03 You can throw Bananas ahead of you by holding **□**, then hitting **A** to use the item.

04 The tracks from this classic racer can be found on the newer *Mario Kart Super Circuit* on GBA, a stunner in its own right.

05 Pressing **L** or **R** during a replay pans the camera around your character.

## BATTLE MODE



» For old times' sake, Tim (Koopa) and Mike (Toad) sit down to a classic Battle mode head-to-head



» Tim got a Feather and was about to leap the wall when Mike used a Boo and stole it, the crafty bugga...



» Mike was trailing with two Balloons to Tim's three, but his lucky Red Shell evened out the scores



» After a tight game, both players had one Balloon left when, 'BLAM'... Tim slammed Mike with a Red Shell. Nice





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